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EVERY DOUBLE DRAGON GAME REVIEWED ON MEGADRIVE, GAMEBOY, NINTENDO AND SEGA!

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04

DESERT STRIKE WILL FLY YOU TO THE HEART OF THE ACTION BEFORE YOU CAN SAY "SCHWARZKOPF".

One of the Middle East's craziest dictators has finally achieved nuclear capability and is threatening to zap anyone who stands in the way of his mad ambitions.

Without warning, the Madman invades a small, but very rich neighbouring Arab state and the U.S President assigns to you the 'covert' mission of piloting an Apache helicopter to neutralise his offensive capability.

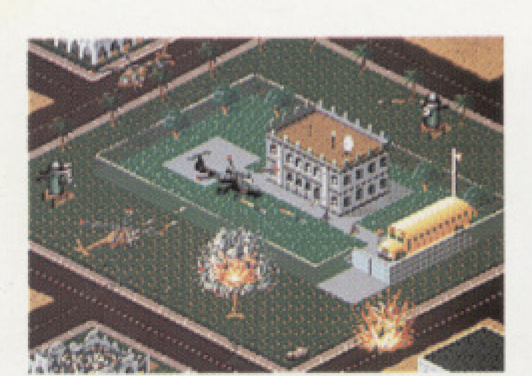
In "Desert Strike" you'll need all the lightning reactions to cope with white hot action, plus the intelligence to plot a sucessful attack strategy.

You'll be in complete control of the action from a unique 3/4 top down perspective, flying 27 different missions including, rescuing POW's and 'human shields', defending oil fields and taking out SCUD missile launchers and nuclear reactor plants.

To help you negotiate the alien landscape and calculate the location of enemy armies and weaponry, you have an on-board battle map with satellite-generated data.

If you defeat and destroy the Madman's plans, the U.S. Government will want to reward you.

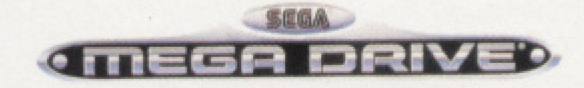
And who knows, you too may even get an honorary knighthood and a hero's nickname!

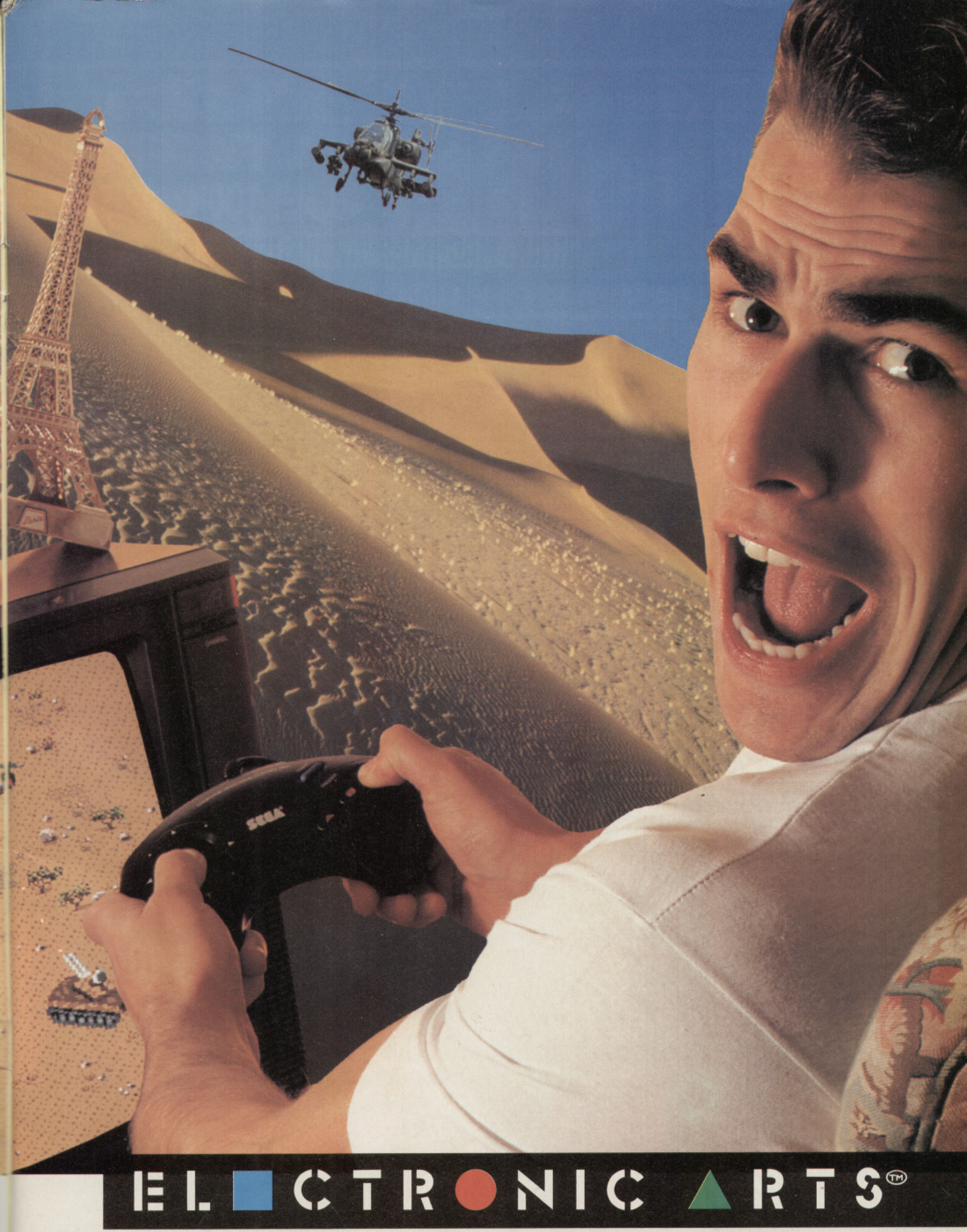




"A brilliant, original Mega Drive game that will keep blasting fans entertained for weeks"
94% & Mega Game Award - Mean Machines

"One of the cleverest and most playable Mega Drive blasts to date..... An absolute must." 93% & Hyper Award - Megatech.




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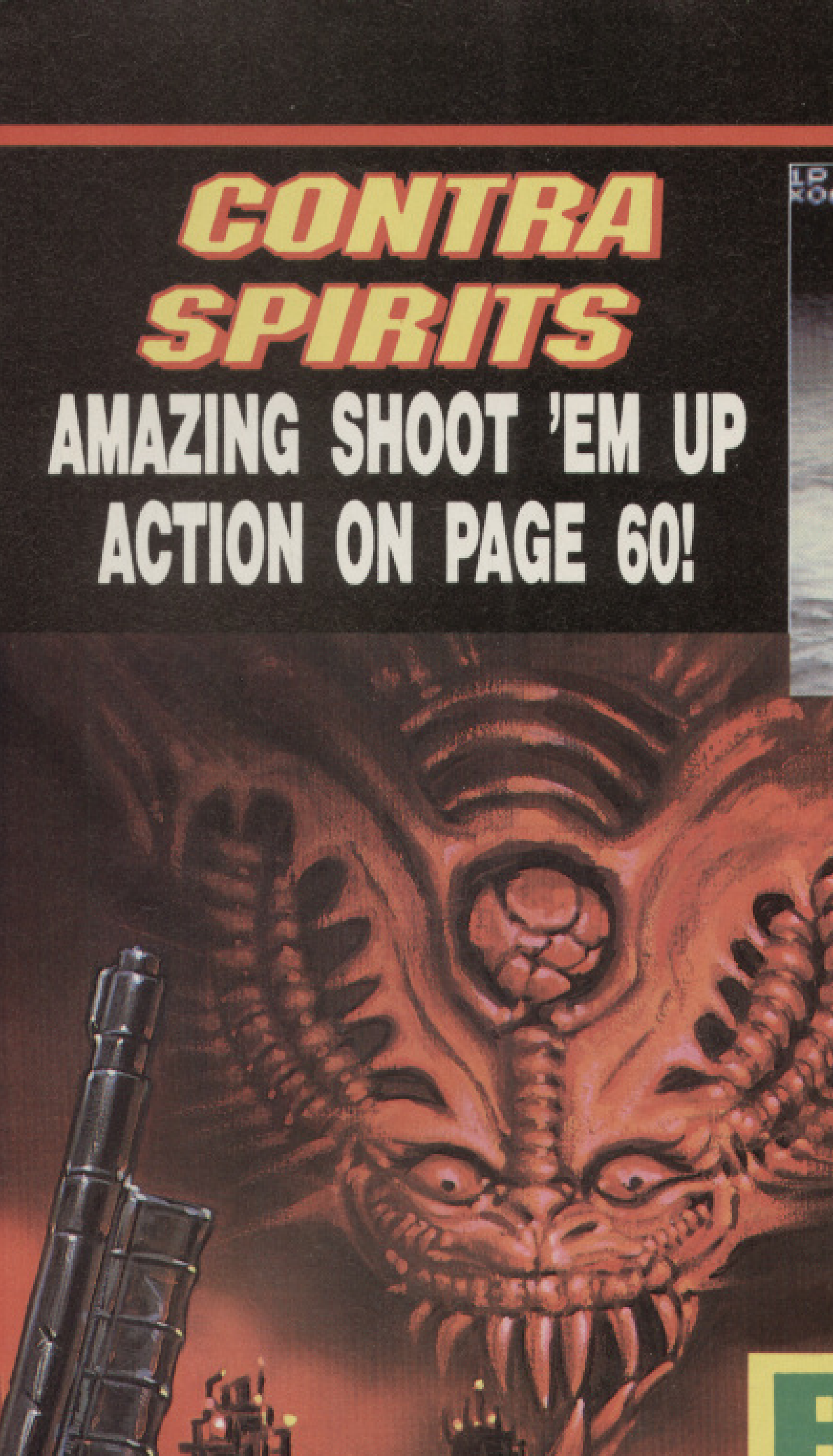
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MEAN MACHINES APRIL ISSUE 19



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AMAZING SHOOT 'EM UP ACTION ON PAGE 60!







REVIEWS

MEGADRIVE

NINTENDO

MASTER SYSTEM

SUPER NES

towards your newsagent, only to discover upon your eventual arrival that they've sold out of MEAN MACHINES - the best mag ever! Avoid this sad eventuality by sending us your money and subscribing - NOW!

Although these pages take literally hours to prepare, write, typeset and lay out, we feel that we simply MUST keep you informed of the latest top-selling console games. For, should we lapse in our labour, we dare not consider what terrifying consequences may arise.

Once more, we give away the latest in consoles-related hardware on these amazing telephone hotlines. Experience the wonderment of using your telephone, ears and perhaps even your brain in order to get hold of some ace gear, if you're lucky.

Is MEAN MACHINES skill or what? It would cost you approaching £10.00 to advertise your gear in the local paper. In MEAN MACHINES, you pay a piffling English pound for your stylish advertisement. You can't say fairer than that, and if you can, we'll smash your gob in so you can't.

Every month, the MEAN MACHINES crew are shown the games that will be making the headlines in a few months' time. Some of the best are gratuitously exposed in this section. The others are either completely crap, or we just don't want to tell you about them because we're hard.

This issue, we've got a fine Next Month page that's full of amazing info about what's going to be within the pages of the next MEAN MACHINES. What's more, we'll deck anyone who says we haven't (even if it's true, which it probably is).

WHO DUNNIT

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GRAHAM "OR A MX-6" TAYLOR
THANKS THIS MONTH TO: Barry at MCN for fixing my motorbike when I slung it up the road after I'd had it for an hour. Doh! Special no thanks for the nob who spilt all the oil that made me sling my bike up the road in the first place! Double doh!
HELLO TO: The four geezers who were hanging over a bridge waving to everyone on the A12 near Witham a couple of Sundays ago - the driver of the very dark grey Peugeot GTI that went past at high speed waving his arm was me!
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COMPETITION RULES
EMAP images employees or their immediate family aren't allowed to enter any of our comps, because it would be unfair if they were to do so. Everyone is the entire spooniverse can, except that festering turd on the road to decent humankind Dwayne Minton of West Wormwood and his relations. We hate them because they pick their noses and wipe their bogeys on bus seats.

JAZZA'S FINAL BIT
We haven't had a final bit competition for quite a while, so I think that this month I better have one. Well, I want ten of your fave jokes - clean or disgusting. The sender of the funniest ten jokes will win a new official British Super NES. Can't complain about that, eh? So get thinking and send your jokes to: MY JOKES ARE SO FUNNY YOU'LL PEE YOUR PANTS AND DIE LAUGHING COMP, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.



JAZ

I could tell you some horror stories about the production problems we've had this month, but I won't bore you. We're here and that's what counts. For the first time in quite a few months we've got some decent Super NES titles to review - check 'em out, they're both excellent. Megadrive and Master System software is a bit thin on the ground - just a temporary quiet patch I hope - but NES owners will be pleased to see there are tons of games for their machine, most of 'em good but one of them the worst console game we've ever seen!

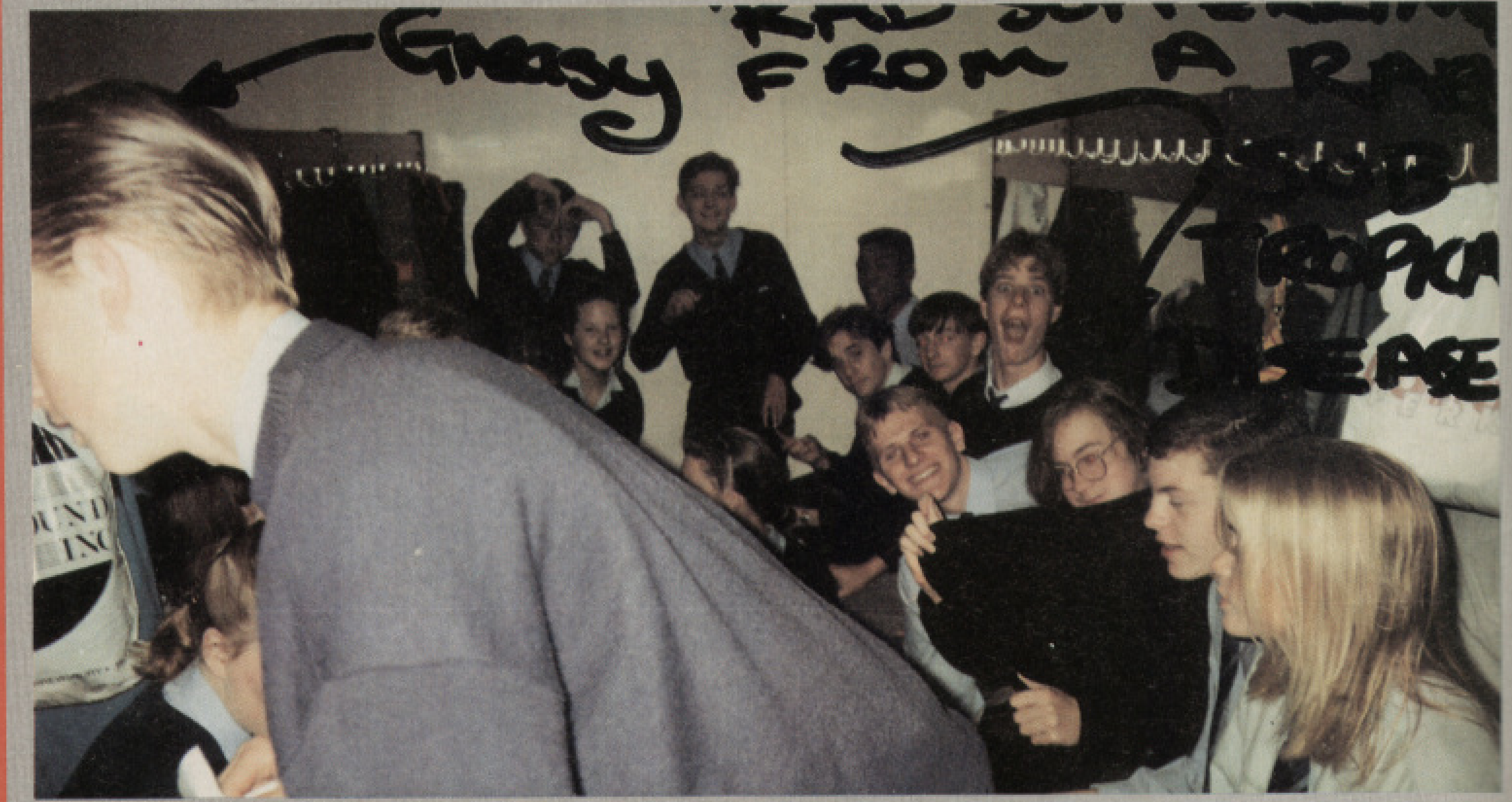
The big feature this ish is our Double Dragon Special in which we review Double Dragon and Double Dragon II on the Megadrive, Double Dragon III on the Nintendo and also take a look at another FIVE Double Dragon games on Master System, Nintendo and Gameboy! I hope you enjoy it.

That's about it for this month - see you next time.



RAD BROWN'S SCHOOLDAYS

There's a skeleton in Rad's cupboard and no mistake. A reader who went to school with the boy with the rather odd hair style sent in some pictures of his sad, depraved schooldays. How revolting. Anyway, the sender of these fine photogs is Joe and he also sends greetings to Chriss, Phil D, Phil Fat, Steve, Barn, Nigel, Chrixs, Mads, Eve, Farm, Dunk, Babes and Jill. Has anyone else got any sad, depraved school pics? If so, send 'em in to: ALL THIS IS THE FAULT OF THE TORY GOVERNMENT'S EDUCATION POLICY, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The stranger the picture, the better the chance of it being printed.







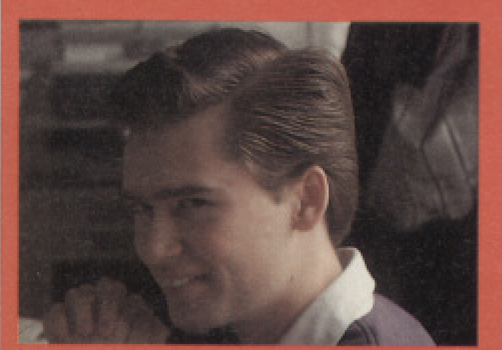
▲ Sam Williams and Jim Pollard demonstrate the sad, bizarre perversions they indulge in up at Hoylake.

DRIAL

EGG ON YOUR FACE

The challenge to find the youngest console player has now reached new heights (or lows, whichever way you look at things) - Alex Aquilar of Mill Hill, London NW7 has taken a picture of his pet chicken playing console games before he's even hatched! Wowzer!





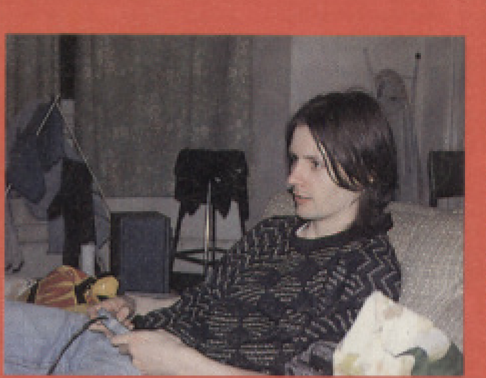
JULIAN "THREAD WORMS" RIGNALL
My worst food experience was when I sat down one night to dinner. It was broccoli, potatoes, mince and onions and being a pig I started before everyone else and guzzled down all the broccoli straight away and started on the mince. My Dad sat down and started prodding his broccoli, as did the rest of my family - the stuff was riddled with hundreds of thread worms! Aaggggggggggh!
CURRENT FAVE GAMES: CONTRA SPIRITS, F1 EXHAUST HEAT, STREETFIGHTER II



RICHARD "MAGGOTS" LEADBETTER
I sat down to a lovely Sunday roast-up one time - it was chicken and stuffing, roast spuds, carrots and cauliflower. It looked gorgeous until I cut open the cauliflower... to find it absolutely infested with maggots. Fortunately they'd been steamed so they were all dead, but it really made me feel sick and I've never been able to eat cauliflower again.
CURRENT FAVE GAMES: CONTRA SPIRITS



RADION "SICK SQUID" AUTOMATIC
When I was on holiday in Lanzarote, me and my family went into a restaurant and decided to have the set menu. The first course was squid - a whole squid that hadn't been skinned or anything, just boiled. I started to eat a tentacle, and the sucker on it stuck to the roof of my mouth and nearly made me throw up.
CURRENT FAVE GAMES: PARODIUS, CONTRA SPIRITS, TWO CRUDE DUDES, F1 EXHAUST HEAT



OZ "SPIDER" BROWNE
I used to have an apple tree in my back garden, and I used to eat apples from it all the time. One day I got a really nice and shiny apple, took it into the house and washed it. I decided to cut it open, rather than bite straight into it. I'm glad I did - inside was a horrible hairy spider that jumped out from its hiding place and ran across the kitchen table. Ugh! I never ate another apple from that tree again!
CURRENT FAVE GAMES: CONTRA SPIRITS, DESERT STRIKE, THUNDERFORCE III

GARY "BEETROOT" HARROD
I've managed to get through life without finding anything horrible in my food, but I'll tell you something - the first time I ever ate beetroot nearly made me throw up. It tastes disgusting and makes your tongue go purple. Yuk!
CURRENT FAVE GAMES: F1 EXHAUST HEAT, CONTRA SPIRITS, SOUL BLADER

INSULT BABOONERY

And still they continue to flood in. Readers who just can't wait to be insulted by the MEAN MACHINES team. If you reckon you're hard enough to take a MEAN MACHINES insult, send in a photograph of your ugly self and send it off to: MY FACE IS UGLIER THAN A BABOON'S ASS AFTER A LIQUID FART SO INSULT ME, MEAN MACHINES, PRIORY



▲ Gary Morris aboard the Sunshine bus...



▲ Graeme Sinden of Hockley, Essex needn't worry - the knife missed his brain by ten feet.

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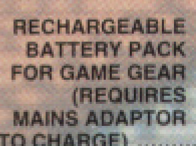
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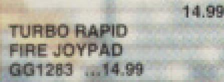
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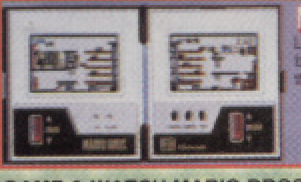


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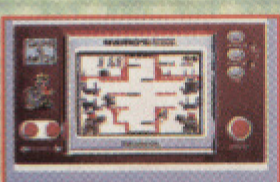
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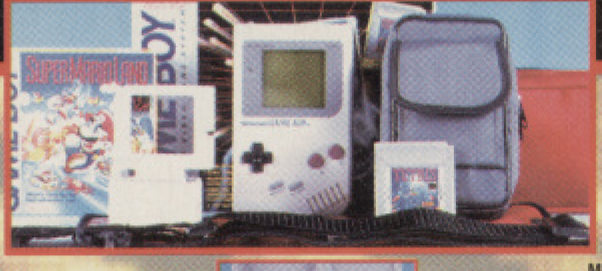
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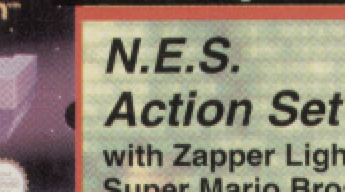
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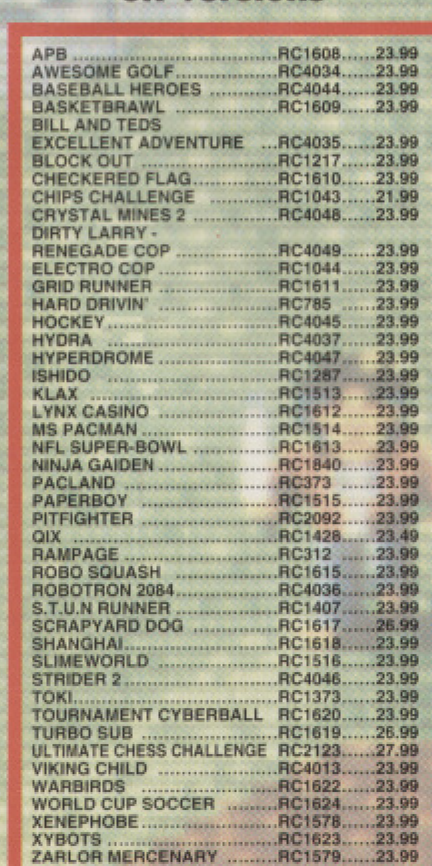
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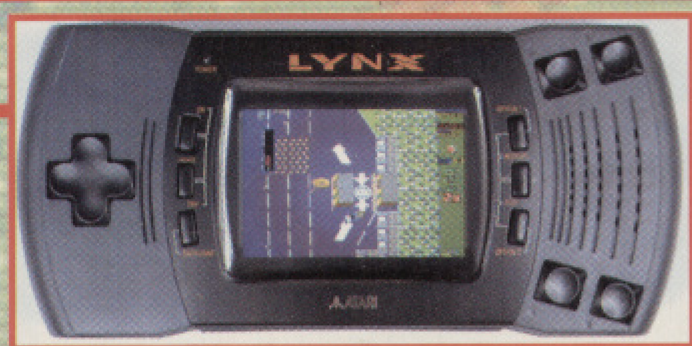
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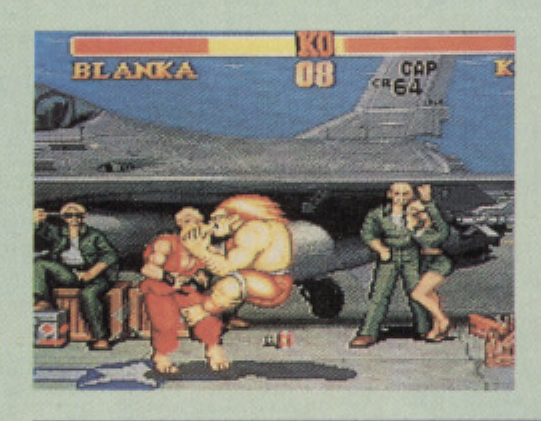


Work continues apace on Capcom's conversion of their mega coin-op, Street Fighter II. As you can see from the screenshots, the programmers have managed to cram in just about everything from the coin-op with only minor details compromised. We'll be bringing you a full review just as soon as the game is complete.

In the meanwhile, the arcade division of Capcom have just finished a new arcade machine, Street Fighter '92! This potentially amazing coin-op contains all of the old characters, but also allows to control the previously unselectable final opponents, Bison, Vega, Sagat and Balrog.

Capcom have retained the most popular attack moves from Street Fighter II, but have incorporated around 70 new moves. Street Fighter '92 should be incredibly good, and by the time you read this, it should be sitting nicely in your nearest arcade.









CONSOLES ON THE TELLY: THE RETURN

Have you spotted a console on the telly? Do you feel as though you want to tell the world about it through the hallowed pages of MEAN MACHINES? Well now's your chance.

If you've managed to locate a console discretely tucked away on the set of Neighbours or something, send in your earth-shattering discovery to I'VE SPOTTED A CONSOLE ON TELLY AND I'LL DECK ANYONE WHO SAYS I HAVEN'T, MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

There's a whopper mystery prize on offer to the reader who makes the most unlikely discovery, and a slap around the chops and a pointy hat with a "D" on it to the person who spots one on Gamesmaster (doh!).



NINTENDO PRICE COLLAPSE



Nintendo have sensationally slashed the price of their 8-bit NES to a bargain £49.99!

Unlike the bumper packs currently available in the high street stores, the new Nintendo package has been substantially stripped down. For your money, you now get just the Nintendo console, the two controllers and a power supply.

The other, more expensive, Nintendo bundles such as the Super Set are still available, but their price tags remain the same. But still, if you fancy getting your hands on an NES so you can play skill games like Super Mario III and Star Wars, there's never been a better time to hand over the cash.

ACCLAIM AND THE FLYING EDGE

Acclaim have officially launched a new label with which to sell their amazing range of Sega games.

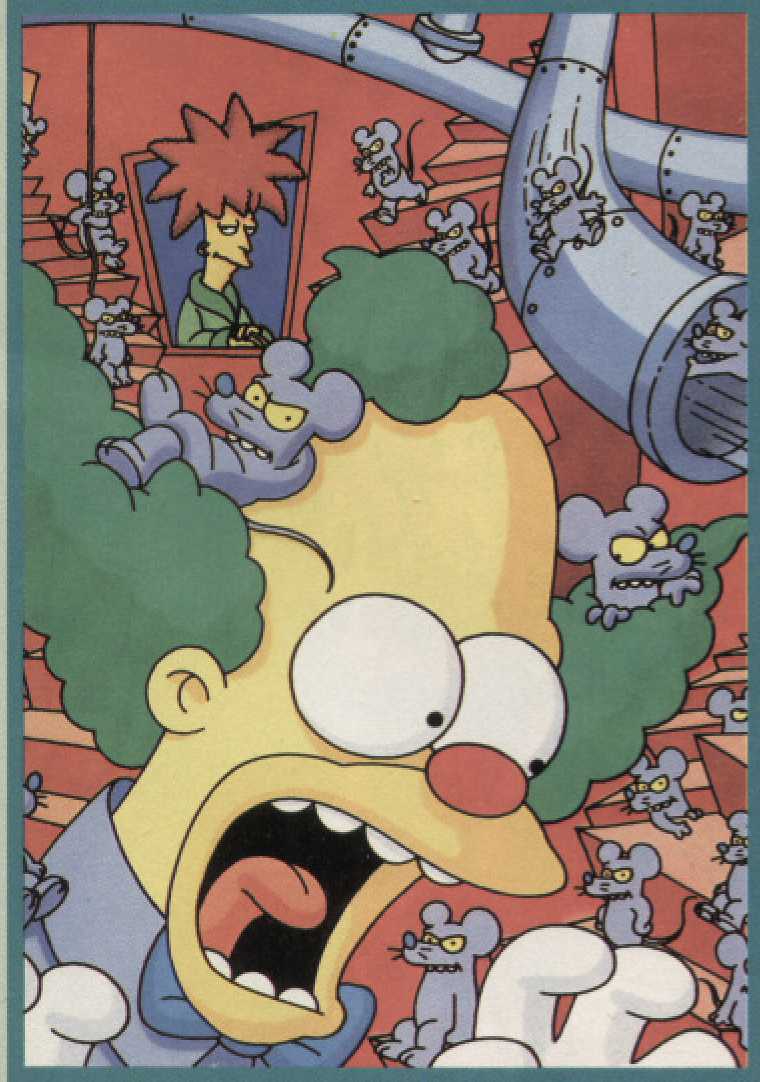
One of the first releases is Krusty's Funhouse. This is the latest Simpsons game, which casts the player as Krusty the Clown out to save his TV funhouse from an invasion of rats. Not surprisingly, he's aided and abetted by his number one pal, Bart Simpson. This game should be appearing on the Megadrive later on this year.

Ferrari Grand Prix is the next Flying Edge product scheduled for release on the Megadrive. This is a conventional Formula One 3D racer, but this time you're behind the wheel of a mega Ferrari speed machine. This game is potentially excellent, but it remains to be seen how Acclaim have used the licence.

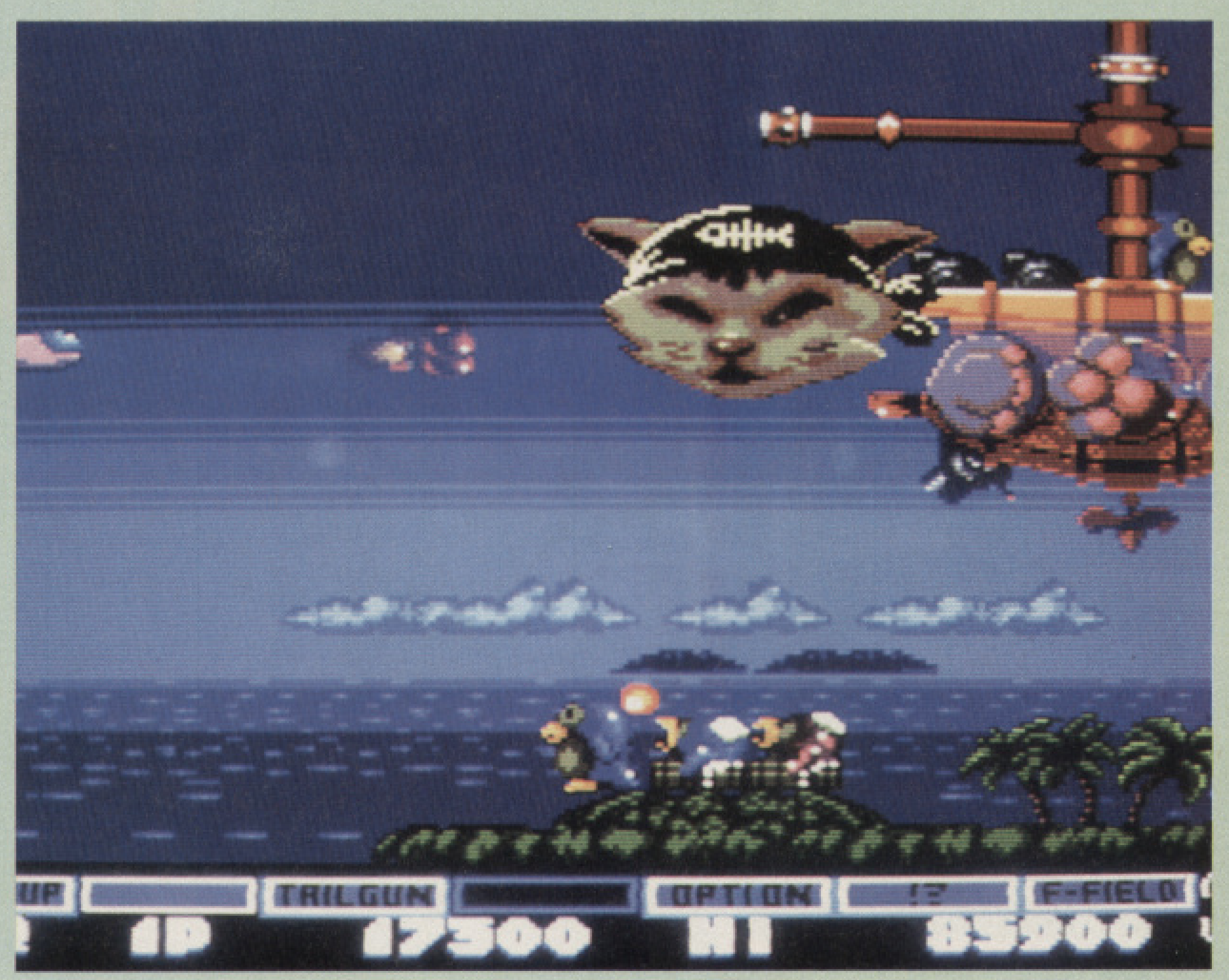
Other more familiar games will also be appearing on the label - the titles recently bought from now-defunct Mirrorsoft. These include Speedball 2, Back to the Future III and Xenon II (which will all be released later on this month), as well as Arch Rivals (Summer), Predator II (Sept) and Alien III (Oct).

Game Gear owners are also being catered for by Flying Edge. Lined-up for release are games including Spider-Man (which is virtually the same as the groovy Master System version) and Bart vs the Space Mutants (a conversion of the great Nintendo game).

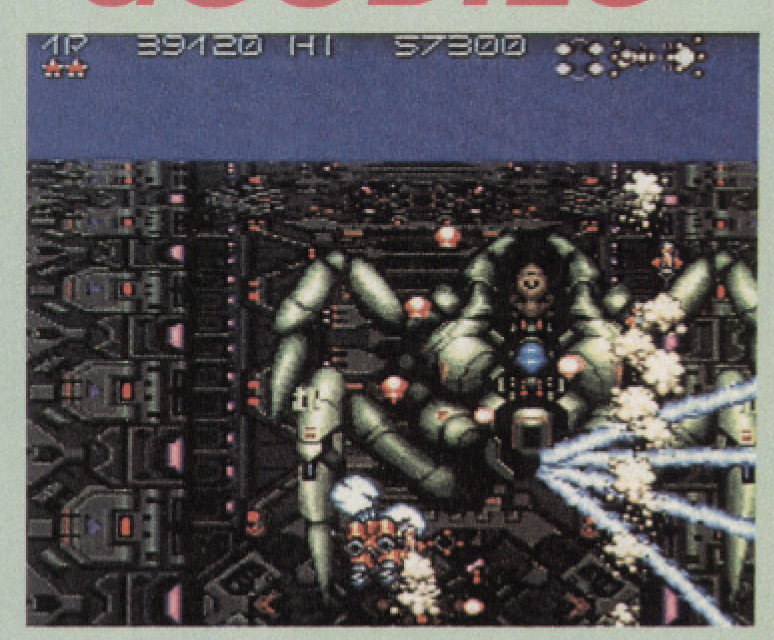
Scheduled for release on both systems is a boxing game officially endorsed by the veritable geriatric of the sparring world, George Foreman. Little is known about this one at the moment.



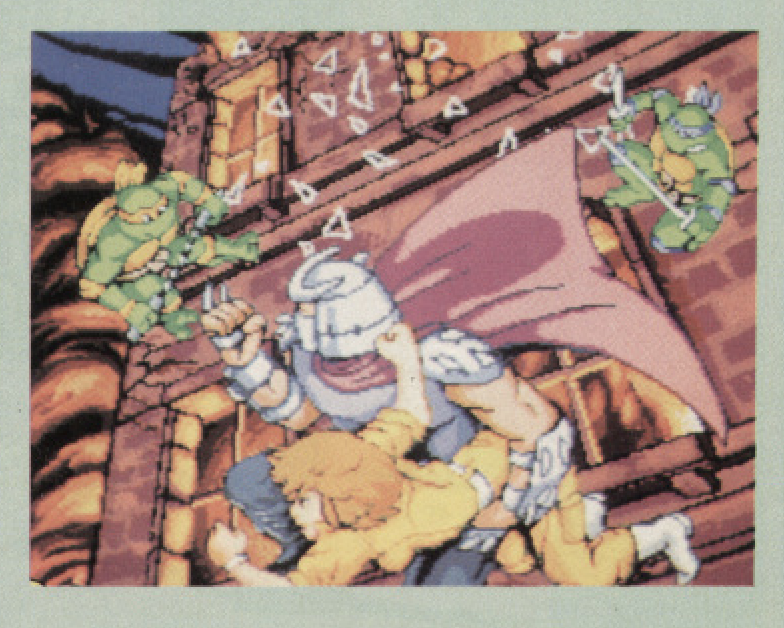
We'll be bringing you loads more info on these potentially fabby games as soon as we learn some more.



KONAMI GOODIES



▲ *Axelay! Does this look mega or what?*



▲ *The Turtles as they look on the Super NES!*

Along with the completely brilliant Contra Spirits reviewed this issue, Konami have a number of amazing products lined-up for release on the Super NES.

First of all, look out for Axelay. This is a mega shoot 'em up boasting both horizontally and vertically scrolling sections. From the looks of the screenshots we've managed to get our hands on, this looks like being yet another skillful Konami release.

Parodius is another Konami classic set for release on the Super NES. This game is a lighthearted parody of their classic Gradius/Nemesis series of games (Parody + Gradius = Parodius, geddit?). The PC Engine version is brilliant, so hopes are high for another great Super NES game.

Fans of the tragically unhip Teenage Mutant Ninja Turtles will be pleased to hear that their amphibian idols are also going to spring up on the Super NES. This game is a straight conversion of the highly successful coin-op.

For the definite reviews of all this gear, look out for a future issue of MEAN MACHINES.



Fist Of the North Star

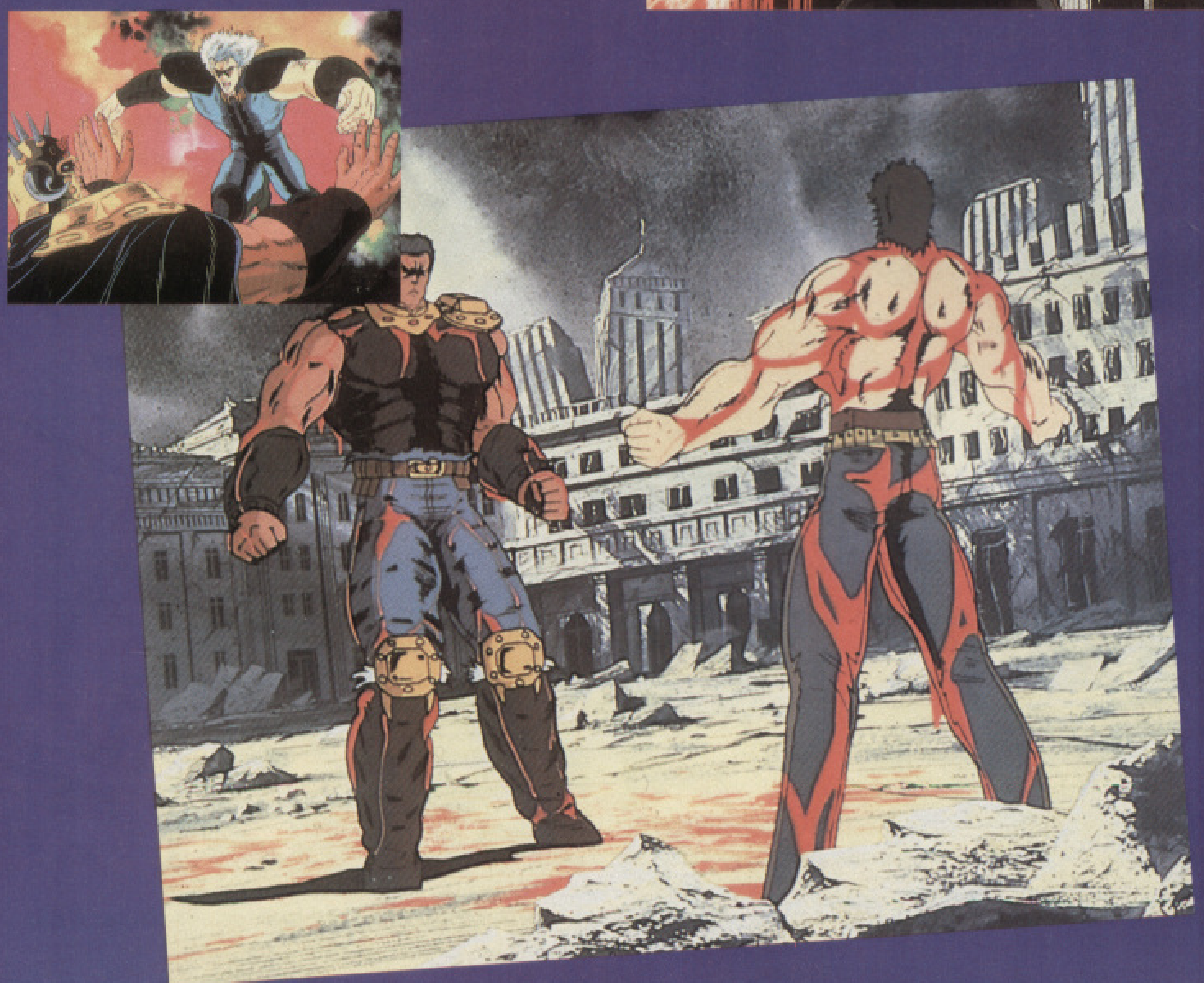
Fans of the amazing Japanese animation movie, Akira, will doubtlessly be over the moon about a series of cartoon videos about to be released by a new label, Manga.

The first release is Fist of the North Star, an animation spectacular set in the future, where civilisation has been destroyed by nuclear war. The survivors of the holocaust skulk around the ruins of cities, where they are constantly attacked by greasy biker gangs and mutants (sounds like Wrexham to us). The hero is Ken, the top martial arts student of the deadly North Star discipline. He has been chosen by his master to deck every power-hungry tyrant in the world, and this films details these exploits.

Manga also have a number of other Japanese vids ready for release including 3x3 Eyes, Dominion - Tank Police, Project AKO, Time Crystals and Legend of the Overfiend (!).

If you were a fan of Akira, and fancy getting your mitts on some Japanese animation movies, check out the Manga range. Beware though because even though they're cartoons, some of it is still incredibly violent with many exploding heads, flying fists and cracking bones in evidence. Not surprisingly, some of these films have been awarded an 18 certificate and is not suitable for any one under that age. However, if you are interested, check out your video store in March. Each video retails at £12.99.



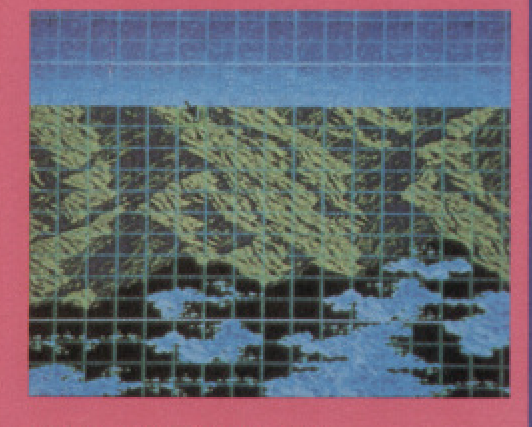


THUNDER-FORCE IV

Coming soon for the Megadrive is a sequel to one of the best 16-bit shoot 'em ups available. Thunderforce IV has much in common with its top-selling predecessor, but includes better graphics, more destructive weaponry and plenty of all-new levels.

At the moment, the game is going through the rigorous Japanese playtesting phase, but from the looks of it, it's going to be something really special. We'll be reviewing the game in a future MEAN MACHINES.





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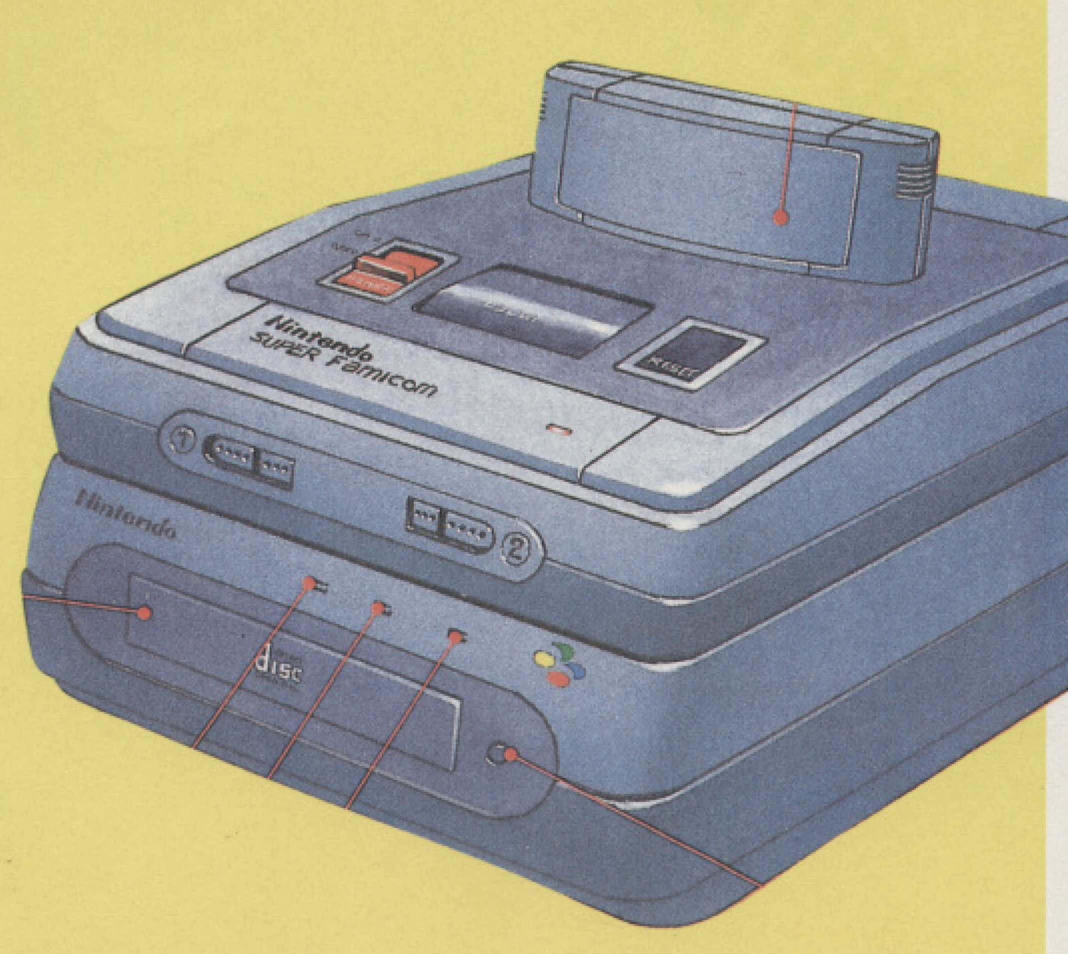
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THE SUPER NES CD SYSTEM!

Here's an artist's rendition of the amazing new Super NES CD-ROM unit, courtesy of Japan's leading computer mag, Famitsu Express.

There isn't much in the way of details as yet, but apparently the Super NES CD has massive cache memory, which should eliminate the pause that takes place when data is loaded from the CD. Just like the Mega-CD, the Super NES CD is loaded down with new graphics chips. A high-speed polygon generator has been included, along with real sprite-scaling and rotation (just like the Mega-CD), making games like Afterburner and Rad Mobile possible.

No one in Nintendo is ready to talk about their CD system yet, but the American launch is scheduled for the summer, so we should have plenty of juicy info around that time.



MORE CD MALARKEY!

Famitsu Express of Japan have also revealed details of ANOTHER super new CD system, developed jointly by Sega and hi-fi giants, JVC!

The JVC CD-ROM unit just happens to be the Megadrive and Mega-CD built into one, rather strangely-shaped case. The new machine doesn't have any new facilities that we're aware of, so everything we've said in the past about the Mega-CD probably holds true for this new machine.

At the moment, the machine is still in the developmental stages, which explains why the picture is just an artist's impression. JVC have not announced when the machine will be released in Japan, and there are no plans for a UK release as yet.



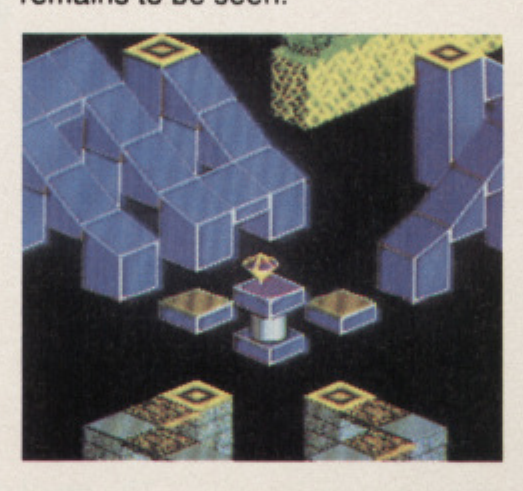
SPIN MY CHIN

The classic Amiga game, Spindizzy Worlds, is set for release on the Super NES.

If you some inexplicable reason, you missed Spindizzy on the Amiga, it generally involved you guiding a spinning top called GERALD around a series of forced perspective 3D levels. The actual aim of the game is to explore and map every world in the Spindizzy universe.

This task is made rather difficult by the sheer size of the game. The original Spindizzy had many solar systems each with a large amount of planets. The planets also had a fair few sub-levels to explore, making for a game guaranteed to last months.

From what we've seen of the game, Super NES Spindizzy Worlds looks like having all the graphical qualities of the computer version. Whether it has the incredibly addictive gameplay remains to be seen.



GAMES SYSTEM WITH GRAPHICS THAT CAN ROTATE THROUGH A FULL 360 DEGREES • BEFORE LONG

The revolution starts soon.

YOU'LL BE ABLE TO PLAY A REVOLUTIONARY





TWO CRUDE DUDES

The pressure groups lobbied the Pentagon for years, but the pencil-neck bureaucrats still insisted on burying their toxic plutonium waste underneath the Statue of Liberty. Unfortunately, during the last deposition of waste, the bungling bin men accidentally blew up the highly radioactive materials. New York was almost completely annihilated, and it took around 20 years to rebuild the once-proud city.

During this time, a small frail scientist conducted a twisted experiment. He lured some of the radioactive Gary Harrod lookalikes into his blast-proof tower and transformed their already deformed bodies into terrifying fighting machines. He kitted them out with incredible weapons and dispatched them to take over the city!

The Government got wind of this cunning plot, and hired two mercenaries (that's you, if you hadn't yet seen through the painfully transparent plot) to kick their mutated butts into oblivion. This takes place over a series of horizontally scrolling backdrops, as is usually the case in arcade beat 'em ups.

Using your kick-ass skills and immeasurable strength, it's your aim to bring down the small, frail scientist and his minions before they completely take over New York!

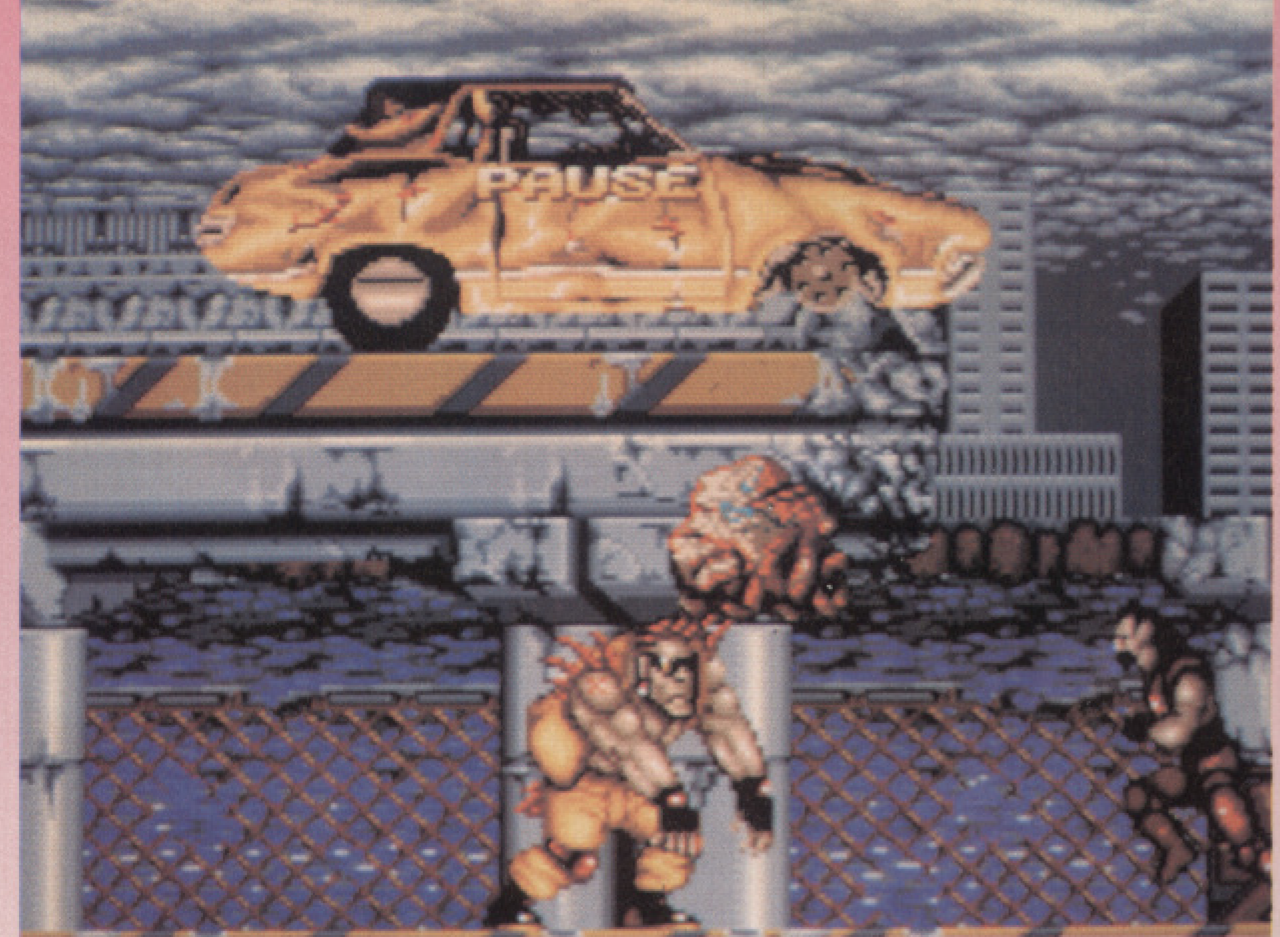


▲ *It's fat gits on a stick.*

VIDEO VANDALISM

Blatant vandalism may not be big or clever, but in 21st century New York, ripping up the scenery is the key to success. The Two Crude Dudes arm themselves up with a variety of weapons including traffic lights, rocks and heavy boxes. You can even pick up enemy punks and chuck them at their pals! Perhaps the greatest weapon of is the automobile. Unrealistic as it may seem, the Two Crude Dudes can lift about four tons of vehicle and crush entire legions of sprites by chucking it in their general direction!



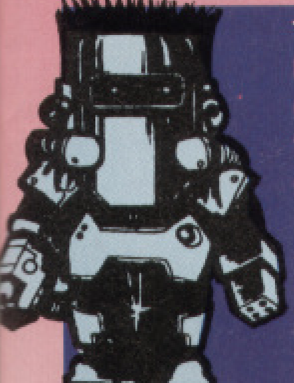








COMMENT



JULIAN

Two Crude Dudes has some nice features - trotting along carrying a massive car over your head ready to chuck it at a group of aggressors is great, and ripping up lamp-posts is a hoot. It also offers a decent challenge as long as you select the hardest difficulty level and use one credit per game - choose easy and use all the continues and you'll finish it in one sitting. But for all that, I didn't enjoy the game as much as I thought I would - even with two players. The graphics and sound are disappointing, the animation is poor, there's not much variety in the action and the way the Crude Dudes move and respond to the joypad doesn't feel right. At the end of the day Two Crude Dudes is just a bit too rough around the edges to appeal to anyone other than ardent beat 'em up fans.

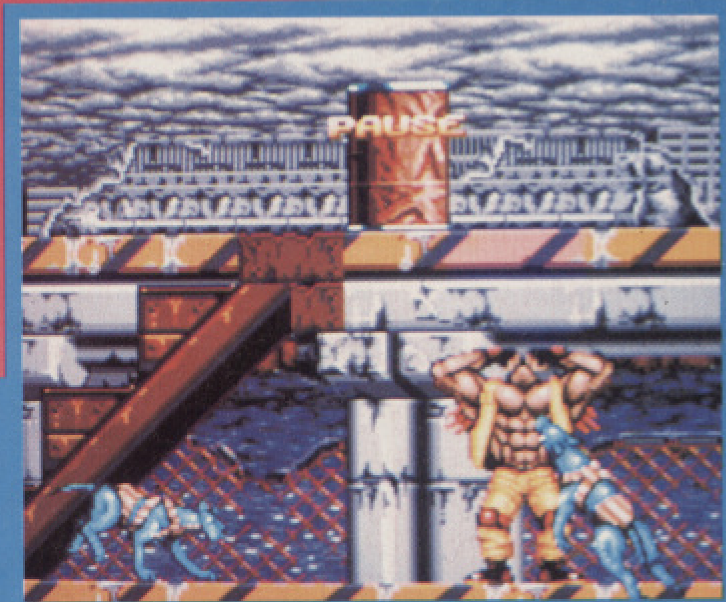
STAGE ONE

The seediest part of New York is your first destination. Use your violence-related skills to kick the hell out of the barricades (and the enemy mu[illegible]ts!) in order to reach the first hideout.



STAGE PREVIEW

There are five distinct stages in Two Crude Dudes, each boasting scores of mutants to kick the excrement out of.



STAGE TWO

The Highway used to be the main way of getting in and out of the city. However, now it's been reduced to a playground full of all the geeks, goons, baboons and art designers that couldn't find a home in the city.

STAGE THREE

This abandoned warehouse was on the outskirts of the nuclear explosion. The walls are falling apart and the ceiling has collapsed. Dozens of crazed Jeremy Beadle lookalikes are waiting for your arrival.



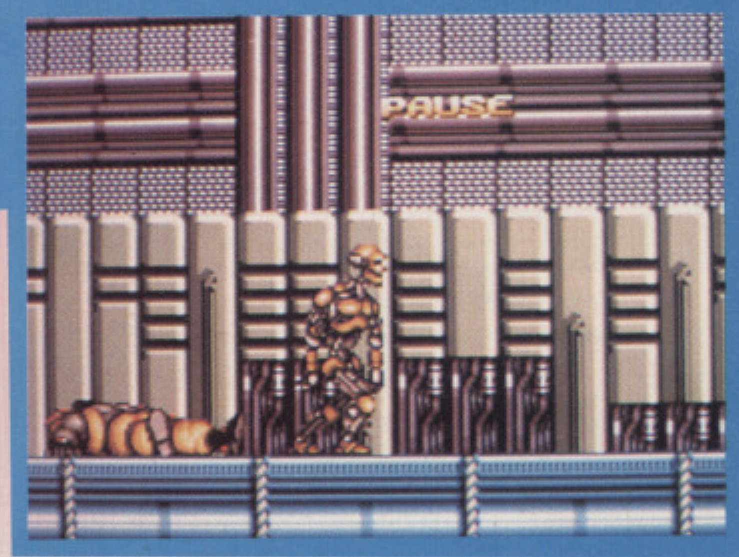
STAGE FOUR

In this part of the country, it's winter all-year round, as the presence of constantly falling snow indicates. Suffice to say, there are plenty more enemy mutants just waiting to dust your monkey ass.

STAGE FIVE

The subway is the last level of Two Crude Dudes, and is also the only route to the small, frail scientist's evil domain!





▲ ***These Terminator-style robots start out as weedy-looking slapheads and guard the entrance to the scientist's chambers.***



REVIEW

WE'VE GOT THE MOVES

The Two Crude Dudes have all manner of amazing combat moves at their disposal. The usual staple diet of ordinary punches and kicks are available, but the best move of all is the flying kick. While the other moves only deal with one mutant at a time, this move decks any unlucky foe in your path!









▲ *Beware the nipple-biting dogs of doom!*



▲ *It's Crude Dudes double whammy.*

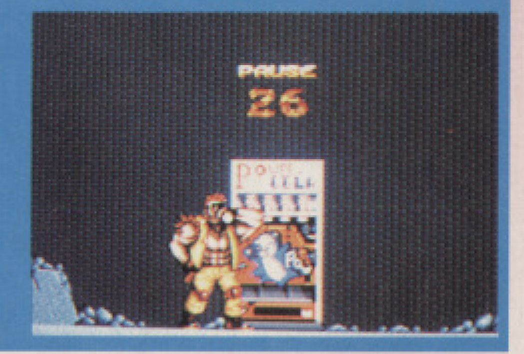
COMMENT

RICH

I'm one of the biggest beat 'em up fans there is, but I couldn't help but get the feeling that there's something missing from this game. As arcade conversions go, Two Crude Dudes is great - it's an extremely close rendition of Data East's Crudebusters coin-op. There's all manner of violence-related tomfoolery here, with loads of people to beat up in a variety of hilarious ways (chucking around the various poles, traffic light and automobiles is a great laugh!). The graphics are okay, and the sound is acceptable, but Two Crude Dudes just didn't really impress me. Perhaps it's because there are too many continues. I got to the last level on my first go. Maybe it's the fact that the mutants (and that includes the bosses) seem to have little character or intelligence. I think that die-hard beat 'em up fans shall enjoy this quite a bit, while others will only be mildly impressed.

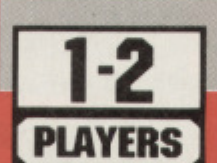
THE REAL THING

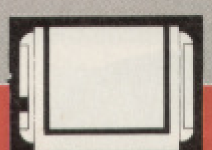
Energy is reclaimed in Two Crude Dudes by kicking the seven shades out of cola dispensers. After every four blows, a can of cola is produced. Slurp this down and repeat the process to increase your energy. Watch out though, because the dispenser explodes after you've hit it a certain amount of times, taking any leftover cola with it!





BY: DATA EAST
PRICE: £34.99
RELEASE DATE: IMPORT
GAME DIFFICULTY: MEDIUM
LIVES: 3-6
CONTINUES: 3-6
SKILL LEVELS: 3
RESPONSIVENESS: GOOD







PRESENTATION 68%

A nice amount of options, but the attract sequence is very limited.

GRAPHICS 78%

The sprites are large but not very well animated, but the backdrops are quite clumsy.

SOUND 79%

Some good thumping tunes, but the effects could have been better.

PLAYABILITY 85%

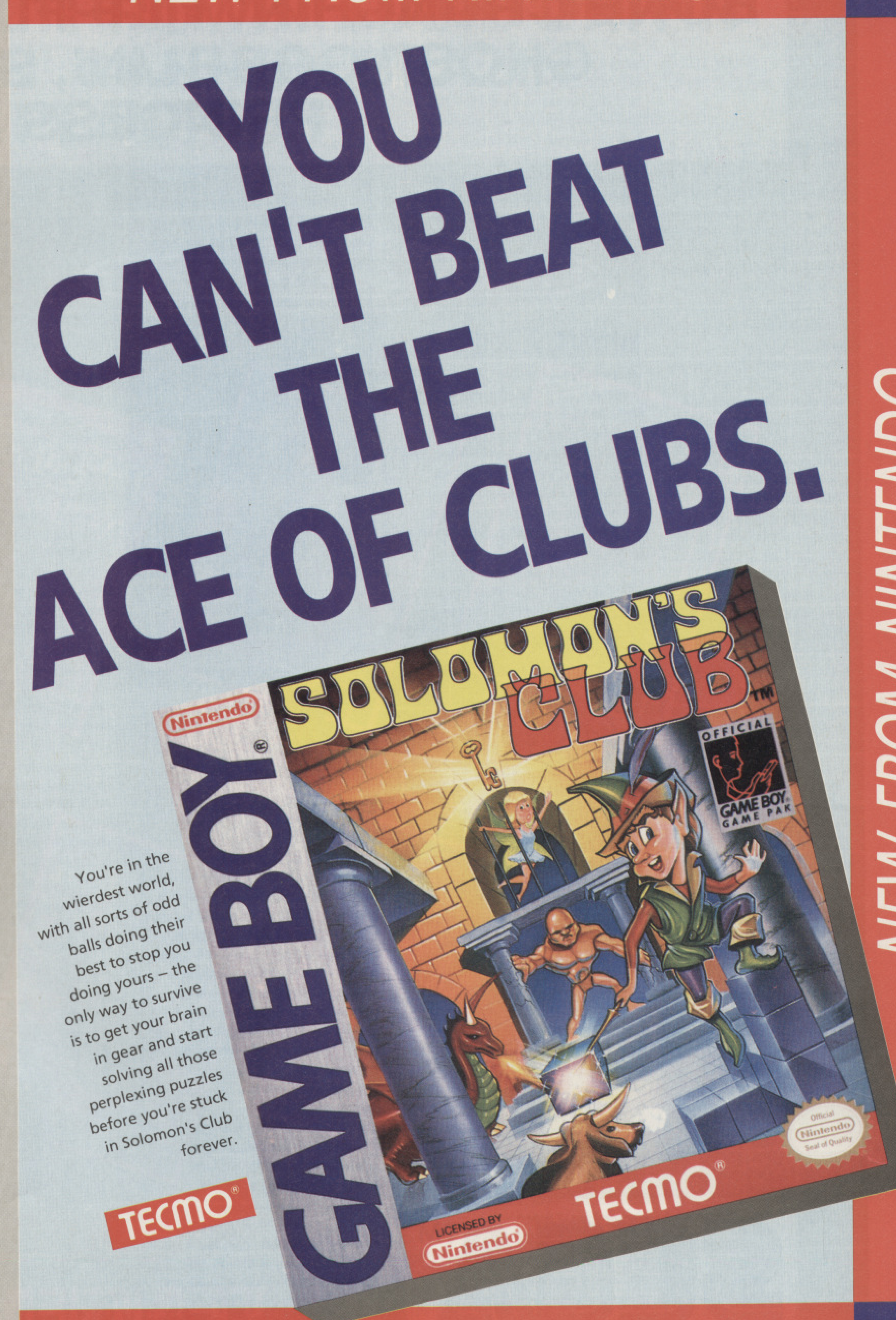
Two Crude Dudes is instantly playable and enjoyable, especially with two players participating.

LASTABILITY 75%

Avoid using the EASY difficulty setting or you'll complete the game in no time. The higher difficulty levels are much tougher.

OVERALL 79%

A bit rough around the edges, but Two Crude Dudes should go down well with most beat 'em up fans.



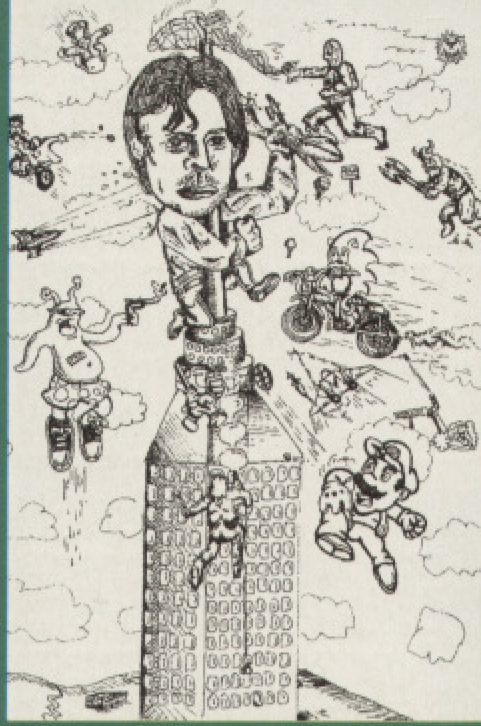
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BONE CRUNCHIN' TILE FLIPPIN'
GHOST GOBBLIN', SPACE
PRINCESS SAVIN



MEAN YOB!

For hours had the troupe of baboons wandered the streets of North London when suddenly! Agog they stared for it was He! The Great Baboon God, Father Of All Baboons, Gary Harrod standing there before them for all to see. Their search had proved fruitful! And lo! There was much whooping as he of the Great Baboon Ass blessed them all with his special Simeon Powers. And the pilgrims went on their way. Meanwhile across town YOB was once again answering the letters in his usual caring way. If you've got anything interesting to say, write to: GARY HARROD BLESS ME WITH YOUR SPECIAL BABOON LIKE POWERS MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Don't forget that there's a prize of £150.00 worth of software for the best letter of the month.



▲ *A regular weekend for Gary from Adam Crowley of Malvern.*

CAN YOU SAVE TO CD?

Dear YOB,
Not knowing much about CD ROMs and all that I was wondering about the Mega-CD. All these wicked new games and programs etc, I was wondering if using the CD as a disc saver, would you be able to save those awesome goals from Hockey or those wicked touchdowns from Madden '92?

Every time I go to my mates he shows me all his goals from Kick Off 2 which he has on disc from his Amiga. Will I be able to do this with the Mega-CD?
Ben Soothill, Bury, Lancs
YOB: No

A STUPID PILLOCK

Dear Mr YOB,
Last June I decided to do some research into videogame addiction, and got a Nintendo NES with a couple of games. Since then I have got two more games and have been playing them almost non-stop, often right through the night, without becoming addicted at all. Although I have put my house up for sale in an effort to get money for some more games, the depressed market means that I have as yet been unable to sell it. To continue my research, I need to get Star Wars and Maniac Mansion for my NES and a Game Boy, which will cost me about £150. Therefore, I would be most grateful if you would send me your Star Letter prize to continue what is, I'm sure you'll agree, invaluable work.

I expect I should be able to report back with the results in about six to ten years and I'll make sure you're the first to know, as I enjoy your magazine immensely and I'm sure my friends would too, if I had any.
Adam Newman, Romford, Essex
YOB: Addict? More like a dick.

MAKE THE MOST OF YOUR MACHINE

Dear Mean YOB,
For nine years now proud ZX Spectrum owners like myself have been told that the Commodore 64 is much better for various reasons. We have fought our corner all the time believing rightly that what we don't know we won't miss and we have punched the air with delight when reading reviews which state that Spectrum versions of a particular game are more enjoyable than the CBM 64 version, regardless of graphics or music. However, I am afraid that we are going down the same road again in terms of the video console world. Completely satisfied Megadrive owners, like myself, are about to come under attack from the media, heaping praise onto the new Super NES which seems to have better graphical capabilities and better sound chips etc. May I just say to all Megadrive owners not to panic. Would you have enjoyed Streets of Rage or EA Hockey any more if they had been on the Super NES? Of course not because playability rules OK! Megadrive owners should stand proud and not become jealous of a better machine that they do not even need to remember exists. We all await the Mega-CD.
Colin Morris, Old Trafford, Manchester
YOB: What you say is true, but it sounds like you've got a chip on your shoulder the size of Ayer's Rock. You certainly backed a loser with the Spectrum - it was a three wheeled roller skate compared to the swift 'n' nifty C64, but the Megadrive is more than capable of holding its own against the Super NES, so don't worry yourself.

A COMPLETE BABOON

Dear YOB,
I was reading the review of Super Mario 4 in issue 17, when I noticed the price - FREE! Eye-eye, I thought, there could be some serious money making potential here and immediately sent off an order for 1000 copies of the game to a mail order company. A week or so later I received a very rude letter saying that they wouldn't

send me the games unless I sent them a cheque or postal order for £48000 - imagine my surprise! Could you please tell me how the mail order company could have made such a substantial mistake?
Ryan Krum, Chichester, West Sussex
YOB: The only substantial mistake made was when your parents decided not to use a contraceptive.



▲ *It's that man Jasvinder Bhui of Southall again with another great pic.*

MASTER SYSTEM DUMPED IN USA?

Dear Mean YOB,
I think your mag is brill and is the best thing that has happened to me (and that's saying something!). Anyway it was while I was reading your mag that there was no list for the Sega Master System in the CES show article. Is it that Sega have run out of ideas or are they concentrating on the Megadrive and Game Gear?

I personally don't own a Master System but some of my friends do and they are worried that Sega will just run out games. Are they making them in England and not bothering to show them at the CES Show?
Rober Hardie, Ipswich, Suffolk
YOB: The Master System has been dropped in America, and no new games are being released for it. There are plenty of UK titles in the pipeline, though, so your chums needn't worry about the games supply drying up.


▲ *Smart Mario laughs from Michael Carr of Avon.*

GET STUFFED

Dear YOB,
I'll swap you my brand new private jet, sauna, swimming pool, year's subscription to Playboy and my Porsche 944 (with private reg - "YOB") for the £150 worth of software.
Mark Sims, Seaham, Co Durham
YOB: I'll trade you three punches in the face for a set of broken teeth and a black eye.

MAKE A CLEAN BREAST

Dear Mean YOB,
As much as I love your brilliant mag, I have one slight niggle that I have to get off my chest. Please do not take this as an insult or me being rude, but it seems as if your MEAN MACHINES crew don't like Sega that much, but prefer Nintendo. For instance, in issue 11 when you previewed the new games at the CES show, you said that Super Ghouls 'n' Ghosts "poo-poos on the Megadrive version from a great height." Surely you didn't have to say that? It'll be alright if you had said "It was better than the Megadrive version..." also when the Mega-CD was launched in Japan on the 1st of December you didn't even bother to review or feature it in your mag. However the SNES is going to hit our shores very soon, you reviewed it in issue Why?
Gee Wing Wong, Kilburn, London
YOB: What a great name you have. As I've said a million times before, we're not biased in any direction. Super Ghouls 'n' Ghosts DOES poo-poo on Megadrive Ghouls 'n' Ghosts from a very great height - that's why we said it. Just as John Madden's 92 plop-plops on Super NES John Madden from a very great height. We say what we think - if you want to read straight, boring and joke-free text, read something else. As regards the Mega-CD, what we've seen on the machine so far is complete and utter crap in every respect. As soon as something decent comes along that deserves coverage, we'll do something about it. It's as simple as that.

MEAN YOB!

SLAG, SLAG, SLAG

Dear YOB,
Why are people constantly slagging off other people's consoles just because it's not the same as their own? There's a kid who lives by who we shall call X and he's having a Master System so he's always taking the mick out of the NES, and then when I asked him if he'd ever played an NES, he said no.

I think these people are totally sad. Why don't these people enjoy their console and let others enjoy theirs.

Gareth Davies, Fordhouses

YOB: Never a truer word said. It's all about insecurity. People who've bought a console and think they've made a wrong decision tend to be the worst offenders of the "my machine is better than yours" arguments. The reason why they do it is because they have obvious doubts in their minds about their machine's capability and have to try and persuade themselves that they've got the best machine by attempting to make mockery of a "rival" console. Why they just can't shut up and enjoy themselves like most players do is a complete mystery to me.

A PC PRANNET

Dear Mean YOB,
I am a PC owner (the best computer in the world), and until now I still know a PC is better for games than any other system. But lately MEAN MACHINES magazine has said the Super NES is the latest and one of the best games machines out.

Personally that's rubbish because the graphics don't come anywhere near the PC standard. So which is the best?

D Hart, Grimsby, S Humberside

YOB: You're a baboon, sir and I recommend you take your PC, sit your large red monkey ass on it and scratch your armpits while making loud whooping noises if you can't see that both the Megadrive and Super NES are better games machines than it.

ORIGINALITY'S BEST, BOYS

Dear YOB,
Yep, it's another letter of complaint I'm afraid, this time the old moan about the lack of original software being produced.

The vast majority of console games are shoot 'em ups, platform romps or sports based, not a bad thing some might say, with the likes of UN Squadron, Super Mario 4 and EA Hockey doing the rounds. All three are great games but they are not progressions in the "evolution" of games, merely redoing an old theme.

New ideas have to be found for the industry to progress and not to stagnate in an endless well of shoot 'em ups.

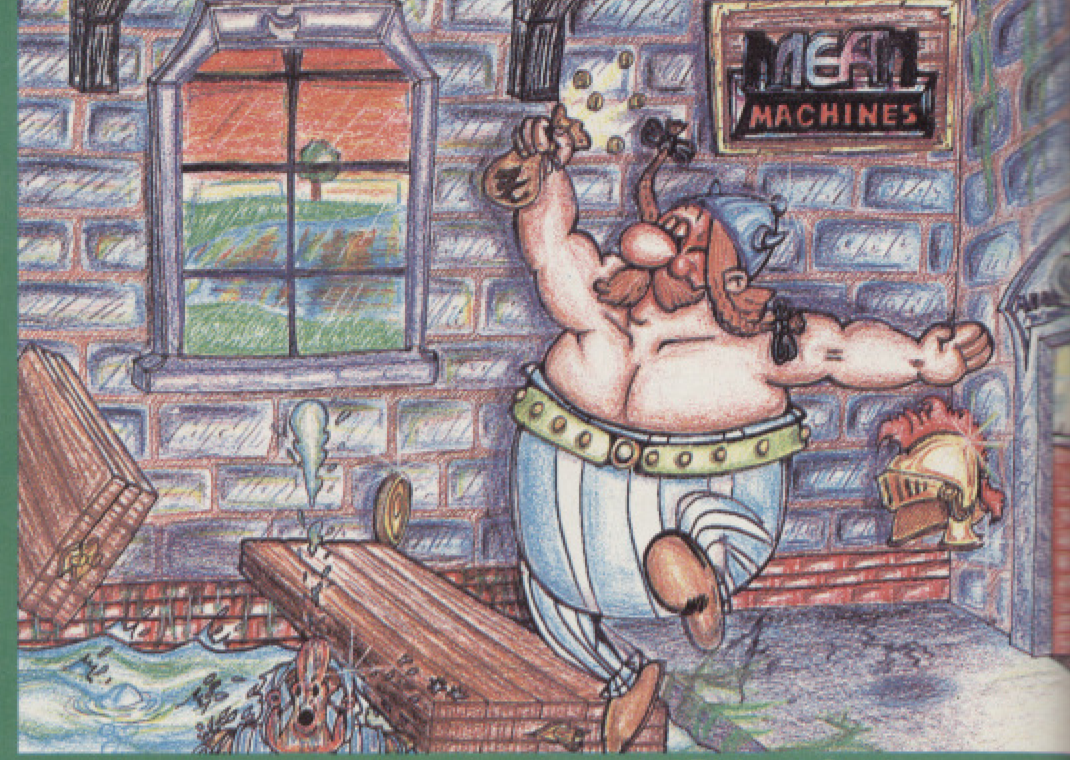
Some say innovative games don't sell as well as "safe" games, but I disagree, the past proves this. Some of the biggest sellers on the older systems are ground breakers and the forefathers of many of todays games and genres - ZX81 - 3D Monster Maze, Spectrum - Knight Lore, C64 - Paradroid, Amiga - Populous, NES - Super Mario Bros.

Each one innovative and unusual for its time and all monster sellers, especially Populous and Mario, which both went on to be gigantic worldwide sellers.

I do sympathise with programmers. Creating a game like Populous must take thousands of hours of development, not to mention a stroke of genius in the first place. But look at the rewards in the end, millions in the bank, possibly the creation of a whole new genre of games and the satisfaction that your game will be remembered and maybe still played in a decade's times - unlike the latest smash and bash arcade conversion. I know programmers are only earning a crust when writing conversions etc, but I think for the good of us all, originality and innovation in games is the way forward to a more successful and varied gaming future.

Jason LLoyd, Bideford, Devon

YOB: Ask most manufacturers this question and they'll say that because they're limited to produce only three or four console games a year they simply have to play it safe, rather than take a risk with something completely new that might not sell. That's why we see so many platform and shooting games - especially licensed ones. But they're the companies that'll die a slow, lingering death. People will begin to get fed up with playing the same game over and over again and will either stop playing games entirely - which is what happened with computer software between 1987 and 1989 when the computer market shrank - or look to play newer and more interesting games. It's people like EA who will blaze a trail into new gaming realms. They're prepared to take risks and come up with innovative product - Desert Strike, John Madden's Football and F-22 all broke new grounds and became massive sellers. Perhaps other people will learn from that...



▲ *A fine drawing here from Tom Percival of Bishops Castle, Shropshire.*



▲ *Ultra-cute Street Fighter fun by Ming and Ken Hin of London.*

SPAM-HEAD CENTRAL

Dear YOB,
I am thinking of opening a computer shop up, but I don't know where to buy any consoles or games. Please could you give me some addresses of where I could buy these.

John Densmore, Halifax

YOB: If you haven't got the sense to find out where to buy games from, you certainly haven't got the brains to run a computer shop.

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MEAN YOB!

THE VOICE OF REASON

Dear YOB,
Isn't it annoying having people go on with their views on certain consoles when all they are doing is expressing their anger for not having that particular console. It is the commonly used argument "my console is better than yours" which appears often in this particular magazine.

Many Megadrive owners in particular seem to feel threatened every time a Super NES game gets released, and why? Because in most cases the game is superior to many on the Megadrive. These people should not feel as miserable as they do because they cannot play the best shoot 'em up or the best platform game on any console. After all they get the privilege of playing other good games which are exclusive to the Megadrive only; for example there is Sonic, Gynoug and Streets of Rage which are truly magnificent games and give Mario, UN Squadron and Final Fight a run for their money.

Every machine can be bettered as long as there is a market to care. With consoles the choice is to either buy the best at the moment or to wait for something better.
George Helios, Brisbane, Australia
YOB: Which is what I keep saying time and time and time again.

SAVE MY SANITY

Dear Mean YOB,
Why is it that only very few games have a "save game" option. I have a Megadrive and have got Robocod. This is an excellent game but it is long. When I get really far and run out of continues or have to go somewhere, starting again is a real pain. I know you'll say "That's the whole point", but I think it really damages lastability when you get far into a game and you have done it many times starting again is a chore and you just can't be bothered to do it all again. Seeing all the same levels etc. I don't think infinite continues are a good idea but I think for long games a save game option would be good.
James Huggins, Pitlochry, Perthshire, Scotland



▲ *A fab pic here from Mark Dickson of Arnold, Notts.*

YOB: I think infinite continues is a very bad idea, because the temptation to just bang the start button and keep on going is very high. Battery back-up costs a lot, so that's out for most games. But a difficult-to-enter password? That sounds like the answer to me...

PIRACY KILLS

Dear Mean YOB,
Recently I was looking through some mag called Game Zone (second choice to MEAN MACHINES) and on one page there was a firm advertising devices to help you copy console games. Well I was disgusted that places would make such things. Now most people will send for these devices and start to copy all console games and it will be a major problem like on all computers. That's why I upgraded to a console because of all the pirating on the computers. This meant that software companies had no choice but to up the games' prices to cover the loss. I hope this won't occur on the consoles because the games are a bit expensive as it is, and also the companies might stop producing games for consoles and where would we be without Electronic Arts or other major companies..? Don't buy those devices, please.
Darren Wells, Sutton-on-Trent, Newark, Notts
YOB: Game Zone should be ashamed of themselves for taking that ad - we refused it. But I don't think you need to worry - the company concerned won't be around for long. Sega are on the case as we speak. But what you say is true. Piracy has completely killed off the ST and Amiga games market - don't let it happen to consoles.

MYSTIC YOB

The man with the crystal ball is back - and this time he's brought another pile of dull, bigoted and generally worthless letters which



▲ *MR X donated this dreamy (ha ha) picture.*

didn't deserve to be printed. In true gypsy astrology style he will now pass on messages from beyond the grave to the authors of said works.

David Nichol of Swansea: You are a sad baboon with delusions of grandness and are not hard at all.
Simon Bennett of Midhurst: Your second year English exam was marked fairly - it was no good.
B Hider and N Tamaras: You're



▲ *A stunning picture here from the talented Matt Squibbs of Kettering.*

not very funny are you?
Nicholas Birch of Armidale, Australia: Your "rap" was very good - shame it was about as funny as gastro enteritis.
Tony Haines of Bath: You poor demented child.
Jim of Borehamwood: I think you mean Rock and Rage and the answer is no - which is a shame really.
Dimitar Radouscov of SW7: Well there WASN'T space so stop moaning you whingy git.
Neil Maguire of Co Wexford: I really would like to see your edition of the Guiness Book.
J Christie of Chorleywood: Not a bad idea, but your reasoning behind it is poor, we judge software by the latest examples, otherwise Video Pong would still be tops!
Graham Mann of Elland: You sad perverted man. Haven't you got anything better to do?

CYBER SONIC
THE WAY TO DEFEAT THE ENEMY IS TO FIRST BECOME ITS FRIEND
SONIC TAKES 'EM OUT FROM THE INSIDE!

▲ *Thanks to Steve Evans of Colchester for this.*

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The spring is sprung, the grass is riz, I wonder where the birdies is. The birds are on the wing. No, that's absurd. The wing is on the bird. Well, who gives a flying pancake anyway. All you need to know is that Jazza is here with his special answering knee sliders ready to come up with replies to all your questions. If you've got something - anything - to ask, write in to: WE KNOW IT'S WARM OUT BUT YOU CAN BE ARRESTED FOR THAT SORT OF THING Q+A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

BLUE TIT

Dear Jaz,
Please could you answer these questions for me?

1. I got a Game Gear for Christmas, and behind the screen there was a bright white dot, so every time I turned the Game Gear on I saw the dot. I recently got my Game Gear changed for a new one. This time there's a bright red dot behind the screen, which is very irritating!

I've heard there's a cleaning kit for hand-helds, but does it get rid of something like this?

Could you please, please, please tell me how to get rid of this pesky little dot?

2. Will Pitfighter be out for the Game Gear?

3. Is Spiderman out or will it be out on the Game Gear, if so is it any good?

Christian Johansson, The Netherlands

JAZ: 1. It's irritating, but there's not a lot you can do about it. The very delicate and intricate LCD screen is made up of thousands and thousands of little dots, and occasionally one of them goes wrong and displays but one colour - which is what's happened to your machine. It happens on virtually every machine, so don't panic yourself. 2. No. 3. Yes, and it's great.

COLD TIT

Dear Jazza,
I have a few questions which I hope you will be able to answer, as I am sure that others will be interested in your answers as well as myself.

1. What happened to the Super Famicom CD-ROM system that Philips was developing?

2. Is it true that the colour Gameboy is being released in Japan this Summer, USA later and here in Spring/Summer 1993?

3. If so will it be able to run the old Gameboy games?

4. What is the 24-pin extension port on the underside of my Super Famicom for?

5. What is the 75/200 Ohm switch on the back of my Super Famicom for? (And what should it be set at?)

The Spanish Inquisition, Willington, Derbyshire

JAZ: 1. It's still in development. 2. No. 3. Nobody knows. 4. The CD-ROM, when it finally arrives. 5. It's not relevant for this country, so set it how you like it.

RHODE ISLAND RED

Dear Jaz,
Please could you print this letter 'cos I'm desperate for the answers.

1. What are the main differences if any between the Super Nintendo and the Super Famicom apart from the price?

2. Which console has the best graphics Super Nintendo? Super Famicom? Mega-CD?

3. Will I have to have a Megadrive if I'm going to buy a Mega-CD?

4. Which console will have the best library of games Super Nintendo or Mega-CD?

5. Which would you buy, Mega-CD or SNES?

Danny Barker, Stevenage, Herts

JAZ: 1. None, apart from one is Japanese and the other is American. 2. The Mega-CD isn't a console, it's an add-on. And the Super Famicom and the Super NES are the same machine. Doh! Anyway, graphics-wise the Super NES has the greatest capabilities - it has over 32,000 colours. 3. Yes. 4. The Super NES due to its sheer size of user base. 5. Both.

JACKDAW

Dear Jaz,
I hope you can answer my questions!

1. Is WWF, Toe Jam and Earl, James Pond, Robocod and Sonic 2 coming out on the Master System?

2. Are there going to be any add-ons such as CD-ROM on the Master System?

3. Do Japanese Master System games work on the Master System? If not would they work if I filed the edges on the cartridges?

Robert Thompson, Saltney, Nr Chester

JAZ: 1. No, No, No and possibly yes. 2. No. 3. Japanese and American Master System carts work on British machines without need of any modification.

WAGTAIL

Dear Jaz,
I am your number two fan following Greg issue 17

I would just like you to answer some simple questions please.

1. Why do you say that Mario is better than Alex Kidd? Alex in Miracle World is a pretty hot game, so are most of Alex's adventures. Mario's adventures are good but not better than Alex's. Mario's just a dumb plumber but Alex is a prince.

2. My friend and I are having a fight over which is the better game Street Fighter II or Fatal Fury? I say Street Fighter II but he says it's a load of trash. Please put him





GREAT TIT

Dear Jaz,
Recently I bought the Nintendo game Star Wars. It's a great game, but I cannot find Ben Kenobi anywhere. Please could you tell me how to find him.

I have found Han Solo and R2 D2, but I can't find Ben at all.

I hope you can help me, because it's getting a bit annoying, and it's driving my family mental.
Chantel Davies, Chaddesden, Derby
JAZ: He's in the top right cave where blue flies attack you. At the bottom of the cave, instead of running right to the exit, run left at top speed and jump. There's a tiny platform to land on. Jump again and again and you'll find Ben on a ledge on the extreme left of the screen.



SHAG

Dear Mr Jazza,
My 11 year old son at the moment has a Sega Megadrive and has asked for his birthday a Super NES, so please could you answer my questions.

1. Could you explain what a PAL and SCART machines are, because there seems to be a large price difference between them.

2. Is the future looking bleak for the Megadrive because of the release of the Super NES?

3. My son often buys games, so what do you suggest?

4. What did Final Fight get in it's review, because my son missed it.

5. The Super NES machines you can buy by order, are they English or American or Japanese and will they run all cartridges?
R Jepson, Bath, Avon
JAZ: 1. Ah! That ol' fave. PAL machines are specially modified to work on any British telly. SCART machines require either a special monitor with a SCART connector, or a TV with a SCART/EUROCONNECTOR socket at the back. Most TV sets DON'T have a SCART socket - if in doubt, consult your local dealer. 2. Not in the least bit. 3. Decide for yourself by a) looking at the software range which appeals to you the most and b) checking the price of hardware and software. 4. It wasn't reviewed. 5. At the moment most are Japanese, which are able to run American software.

right.
Jason Stapleton, Weymouth, Dorset
JAZ: 1. Mario IS better than Alex Kidd - his games offer far more fun, depth and playability. Mario might only be a plumber, but at least he looks human - Alex Kidd looks like a shambling baboon. 2. Streetfighter II is the best game by miles.



TOM TIT

Dear Jazza,
I have got an NES and my sister has got a Master System. I will be getting a UK Super NES as soon as they are released. In Easter I am going to Florida so could you please answer my questions.

1. Now that I have my Nintendo console converted will it run US software without an adaptor or conversion?

2. Do Master Systems run US software without an adaptor or conversion?

3. When the Super NES is available will somewhere like Console Concepts do UK to US and UK to Jap conversions?

4. Which games will be released with the Super NES and what will the prices be?

5. What are the normal prices for NES, Super NES and Master System games in Florida?
David Lowes, Workington, Cumbria
JAZ: 1. If your machine is already converted to run American software, of course you don't need more doing to it. 2. No. 3. Probably. 4. Keep reading the magazine - things keep changing. 5. Master System games from $9.99, Nintendo titles from $14.99 and Super NES carts from $39.99.

CRESTED GREBE

Yo Jazza,
I own a Master System and I want to ask you some questions.

1. Will Golden Axe 2 ever come out on the Master System?

2. Will WWF come out on the Master System?

3. In February's ish it says that Streets of Rage is coming out will it be any good?

4. On the Simpsons can you choose any Simpson or just Bart?

5. Back in October you said that Arch Rivals is coming out on the Master System.

6. By the way can you please, please, please tell me if Turtles will be released?

7. Will Rad Mobile be out on the Master System?

8. Will Wrestle War be coming out on the Master System?

9. Is Pro Wrestling any good on the Master System?
Nicholas Rounce, Burton upon Stather
JAZ: 1. No. 2. No. 3. Dunno - we'll have to wait and see. 4. Just Bart. 5. True - it's coming out around September. 6. Who cares? 7. No. 8. No. 9. It's okay, but nothing special.







QUAIL

Dear Jaz,
I am one of the hard dudes that owns a Megadrive and have some very important questions that I would like you to answer please.

1. I own a Japanese PAL Megadrive and I was wondering whether I would be able to play SCART only games if I linked my Megadrive up via a SCART socket?

2. Will Hard Drivin' 2 (Race Drivin') be out on the Megadrive?

3. On the back of my box there is a picture of a Mega Modem. Where can I get one?

4. Why is MEAN MACHINES such a mega skill mag?

5. Will there be another series of GamesMaster after this one is finished?

John Healy, Eastbourne, E Sussex

JAZ: 1. No. 2. Probably - we'll keep you posted. 3. It was available in Japan, but it's been dropped due to lack of sales and software support. 4. 'Cos we're such mega skill dudes. 5. Yes - later this year.

HERON

Dear Jazza,
I will soon be investing in an English SNES. Can you please answer a few questions with your superior knowledge?

1. If you had a Megadrive would you buy the Mega-CD or sell your Megadrive for a SNES?

2. Will WWF and Final Fight come out on the English SNES?

3. Will you need any sort of convertor to play Japanese or American games if so how much will it be and where can I get it from?

Alex Patterson, Bury, Manchester

JAZ: 1. I'd buy a Super NES as well as a Megadrive. 2. WWF - definitely, Final Fight, not so sure. If Nintendo had any sense they would release it. 3. We'll fill you in as soon as we have more information.

SPOONBILL

Dear Jaz,
I have some questions but I need some answers.

1. Have you heard about the Terror-drive?

2. Will the Mega CD-ROM games improve, the ones I've seen are rubbish.

3. Do you need a monitor to play music CDs on the CD-ROM?

4. Why are Nintendo nicking Sega games eg Ghouls 'n' Ghosts, R-Type, Thunderforce III, Populous and John Madden's? Why don't they think of their own games?

Craig Huyton, Loughborough, Leics

JAZ: 1. It's called the Terra-Drive. It's basically a Sega PC compatible that has a Megadrive built into it. And before you ask, it's not going to be launched in this country. 2. I hope so, or the machine will be one of the most spectacular failures in modern history. 3. Nope. 4. Don't be a cretin. Anyway - look at it this way: Thunderforce III was originally an MSX game, Populous first appeared on the Amiga and R-Type debuted on the PC Engine!

JAY

Dear Jazza,
I have just got a Megadrive and I would like you to answer this heap of questions:

1. Will there ever be a WWF game for the Megadrive and if so, when?

2. Is there going to be a Donald Duck 2?

3. Any chance of any early screenshots of these games - Sonic 2, Predator 2, Aliens 3?

4. Is Double Dragon 2 any good?

5. Is Street Smart better than Streets of Rage?

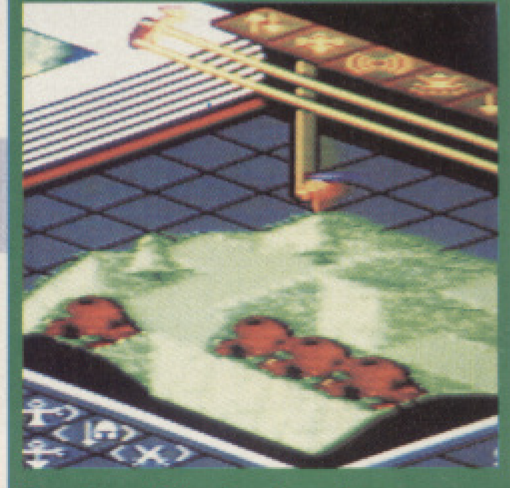
6. When will the Mega-CD come out?

Rob Whittle, Farnworth, Bolton, Lancs

JAZ: 1. No plans at present. 2. No plans at present. 3. Not yet - keep watching the mag 'cos we'll be printing some soon. 4. No. Check out the review later this ish for more details. 5. Nope. 6. September.

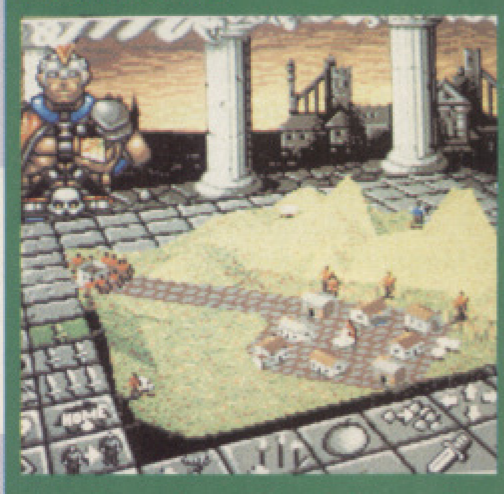
COCKATOO

Dear Jaz,
I was thinking of buying Populous for my Megadrive. But after watching Gamesmaster I found out that Populous 2 is out on the Amiga. So now I am confused, could you please tell me if



Populous 2 is due for release on the Megadrive and if so when? Also which of the two do you think is the best to buy if Populous 2 is released?

Christopher Lee, Alexandra, Dunbartonshire



JAZ: Populous II isn't planned for release at the moment, but Powermonger, which is very similar, is. As usual, wait for the review before making your mind up.

ROBIN REDBREAST

Dear Jaz,
I own a Megadrive and soon a Famicom and I would like you to answer these questions.

1. Can the Mega-CD match the graphics of the Neo Geo?

2. I've played Heavy Nova on the Megadrive and it looks exactly like the Mega-CD version review, is there a Mega-CD game of Heavy Nova, or has there just been a mix-up?





3. Does the official SNES play normal Nintendo games?

4. On the Famicom is there a convertor to play American games? Could this be used to play Jap and American games on the official SNES?

Sam Tidswell, Brighouse, W Yorks

JAZ: 1. Nope. 2. Both versions are exactly the same - what a con, eh? 3. No. 4. First question, yes, second question, I doubt it.

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SUPER NES



Should you be somehow having trouble with this easy game, follow this tip from Andrew Keen from Manchester.

To access the hidden options screen, simply press **SELECT** and **START** together on the title screen. This should reveal the screen, where you can tweak the difficulty level and even access a sound test.

Unfortunately, the code sent in by Gerald Donovan a couple of month's back didn't work. Doh! However, the man known as Adam Ward from Walsall has made amends by sending in not one, but TWO codes! The first is for the round eight. The second puts you straight into the fabled exhibition match. Hurrah!



9DZHPDR YL?VITX
NGLQOHW 3C5H6GD
TGLZTL8 XD3HRFT
LWJNLMN OJ4

K8XD3HR FTLWJPC
2GNYBQI 4065C6P
DJSTK8X D3HRFTL
WJPVKMW IJJ



Welcome to the April issue's instalment of tips-related horseplay. This month we've pulled out all the stops and produced a mega Rad Gravity maps special - provided by that mapper of mappers, Martin Phenix! He's the lucky blighter who walks away with this month's prize. If for some reason you reckon you deserve the prize, scrawl down your cheat-style jottings and send 'em in to MEAN MACHINES TIPS, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



NINTENDO

MANIAC MANSION

Simon "Slash" Parkin (I wonder he got his slightly suspect nickname?) who hails from Richmond in Surrey has sent in some very useful tips for this topper adventure game, starting with the skills each character has.

BERNARD: He fixes the telephone and radio.

WENDY: Owing to her literary skills, she rewrites the memoirs.

JEFF: He's well into telephonic japery, meaning that he can fix the telephone.

RAZOR: She can play the piano, and very well too.

SID: Just like Razor, Sid plays the piano like Liberace.

MICHAEL: He's into "photography", and develops any film you find.

GENERAL TIPS

Have some of your characters work out with the Junk-O-Matic located on the fourth floor. This enables them to open the garage door or the rusted gate in the front yard.

Get your clammy mitts on the package before Weird Ed does. You know when it's there when you hear the doorbell. Take the stamps off. They are uncancelled and can be used later.

To get into Weird Ed's room, get one of your sprites to ring the doorbell while the other waits in a safe room on the third floor. When Ed goes to answer the door, explore!



Open the secret door to the basement by having one kid push the RIGHT gargoyle bannister in the front entrance. While the bannister is being pushed someone else can enter the basement.

ULTRAMAN

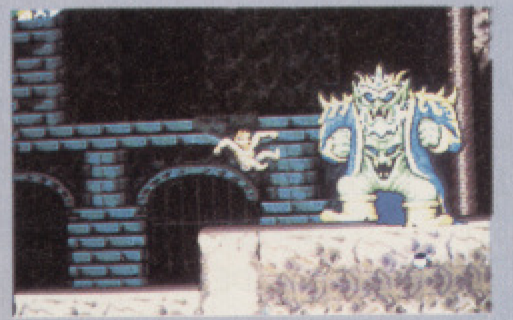


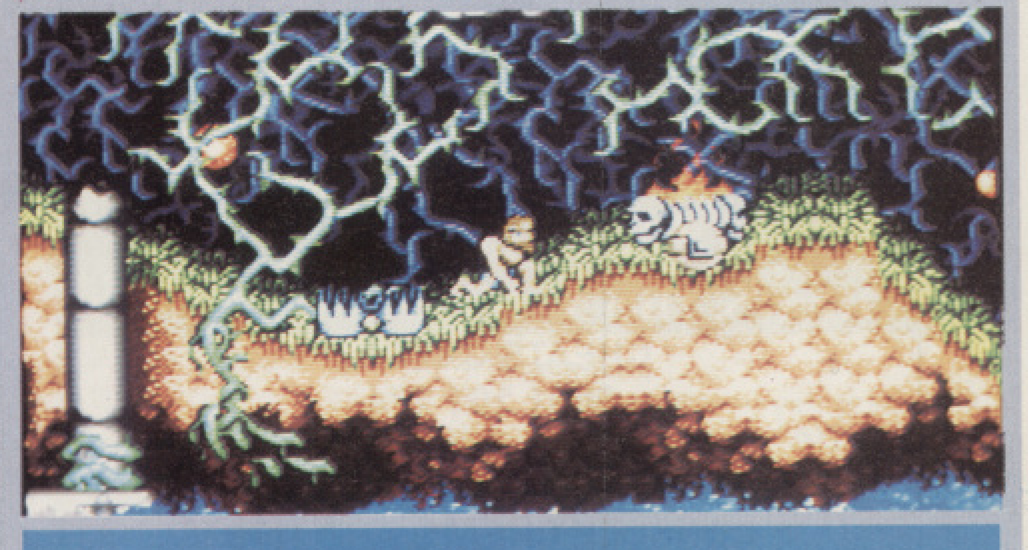
SUPER GHOULS 'N' GHOSTS



Plenty of people sent in this great cheat for Super Ghouls 'n' Ghosts - more than I can be bothered to type out, to be honest. Any road up, to business.

First make sure you have controller II plugged in. Go to the options screen and move the cursor to the exit. Now, instead of exiting hold down button **L** and **START** simultaneously on controller II. You should find yourself on a secret screen where you can select stages, areas, sounds and music! Using this cheat, you can face up to the final boss straight away!

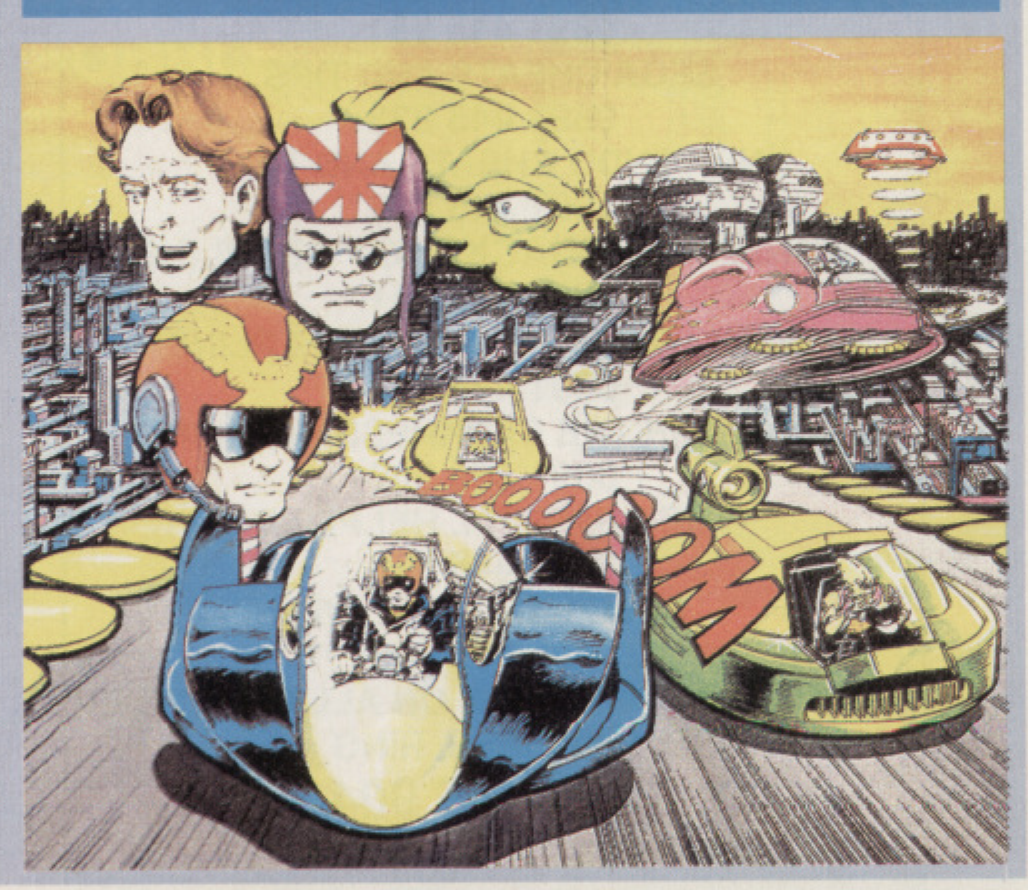


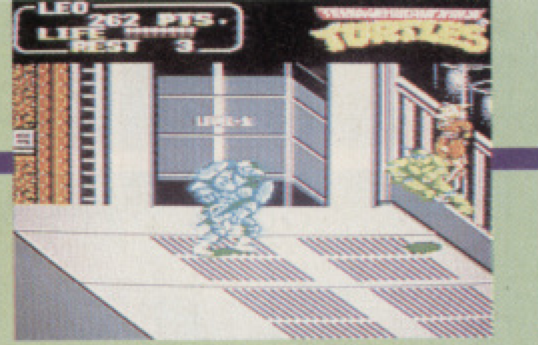


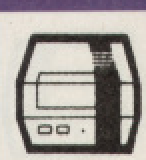
F-ZERO

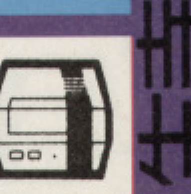
In Port Town II, get a super jet and then head to the left after crossing the starting line. Activate the super jet just before you get to the jump ramp and quickly angle to the right to fly to the opposite side of the track.

Great eh? Well, normally I would credit this tip to whoever sent it in, but the reader responsible forgot to add those essential details. Doh!









GAMEBOY

PIPE DREAM

A bunch of guys with very limp nicknames (namely Mo, Shams and Rush from Pinner) sent in a whole load of passwords for this great game.

LEVEL 9: GRIMM
LEVEL 13: REAP
LEVEL 17: SEED
LEVEL 25: TALL
LEVEL 29: YALI

PRINCE OF PERSIA

Here are yet more Gameboy code-related thrills 'n' spills from Mo, Shams and Rush. These codes should enable you to access the first six levels of this fabby platform game.

LEVEL 2: 06769075
LEVEL 3: 24613065
LEVEL 4: 99116015
LEVEL 5: 53004005
LEVEL 6: 46308135

NINJA GAIDEN SHADOW

The man known as Nick Callaghan from Manchester sent in these cool tips for this highly playable platform game.

LEVEL ONE: CYBORGSADER

Stay in the middle of the screen and wait until this guy is right next to you. Keep hitting him. He usually jumps up and clings to the ceiling. Whether he moves left or right, move under him to the opposite side. If he stops above you, move out of the way or he'll squash you!

LEVEL TWO: JACK AND GREGORY

Dodge Jack (the little one), but if you don't manage it, keep away from Gregory until Jack lets go of you. To start with, stay on the left platform and when the big one goes under, walk off and kick him. Stay one step ahead and keep turning and kicking. When Jack catches up get to the next platform and repeat the action.

LEVEL THREE: COLONEL ALLEN

Find a rope leading to the ceiling and climb up it. The boss looks around four times and as soon as he looks up and point his gun, drop and hit him twice. Repeat this set of actions to kill him.

LEVEL FOUR: EVIL NOBLEMAN WHOKISAI

Dodge his fans and when he drops, get to one side of him. Duck and hit him a few times and jump when the fan comes back. Hit him a few times before he goes back up. Do this repeatedly to dust his monkey ass.

EVIL EMPEROR GULF

Run from side to side to dodge the thunderbolts and when he comes down, run to the side of him at sword's length. Hit him a few times and repeat the process to turn him into his robot form. From here on, it's up to you.

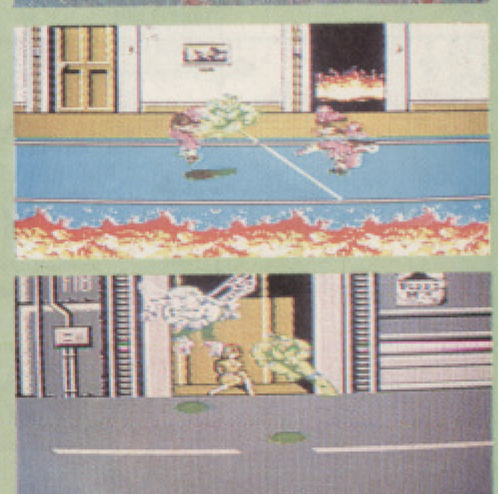
TEENAGE MUTANT HERO TURTLES



Kevin O'Donnell, amongst others sent in this tip to obtain tons of turtles and a level select for this decent conversion of the arcade machine.

On the title screen, press **B, A, B, A, UP, DOWN, B, A, LEFT, RIGHT, B, A** and finally **START**. You should now have ten extra turtles and a choice of starting levels. Huzzah!





NINJA BOY

You've guessed it. It's those seriously weird Gameboy tipsters again, namely Mo, Shams and Rush. This time, they've come up with a groovy continue option to carry on with the same level even after you've died. When you lose your last life, just press **A, B,** and **START** to continue.

BUBBLE BOBBLE

Once again, here's another code from the men (if indeed they are men) called Mo, Shams and Rush (?). This password starts you off at level one, but it's on an even harder level than usual.

VLT1

SHANGHAI

Mo, Shams and Rush once again strike gold with some groovy codes for this intriguing puzzle game.

MAN
This lets you play with a character set which is easy to make matches with.

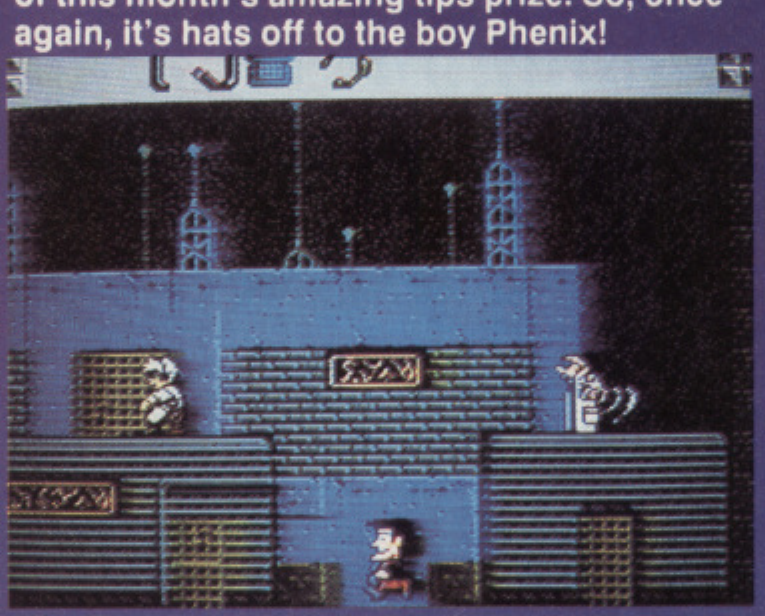
REV
This turns all of the tiles upside-down!

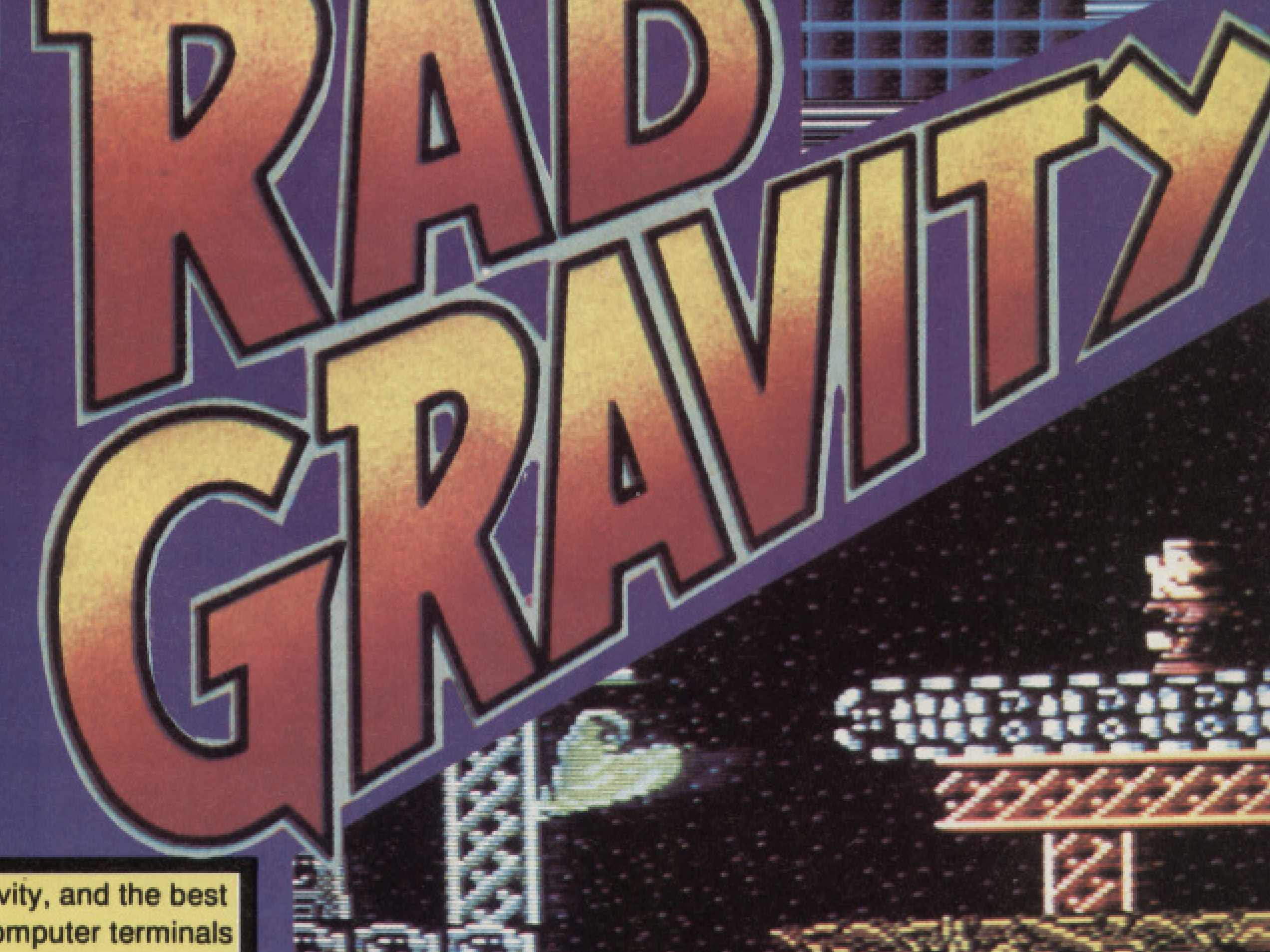
STF
An ego-trip for the game's programmers.

ZAP
This makes your Gameboy make a zap sound when you can't move a tile. Useful, eh?

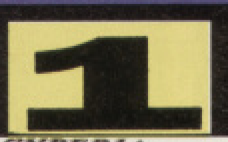
RAD GRAVITY

Martin Phenix, game mapper extraordinaire, has spent weeks compiling this massive tips spectacular! Not surprisingly, he's the winner of this month's amazing tips prize. So, once again, it's hats off to the boy Phenix!



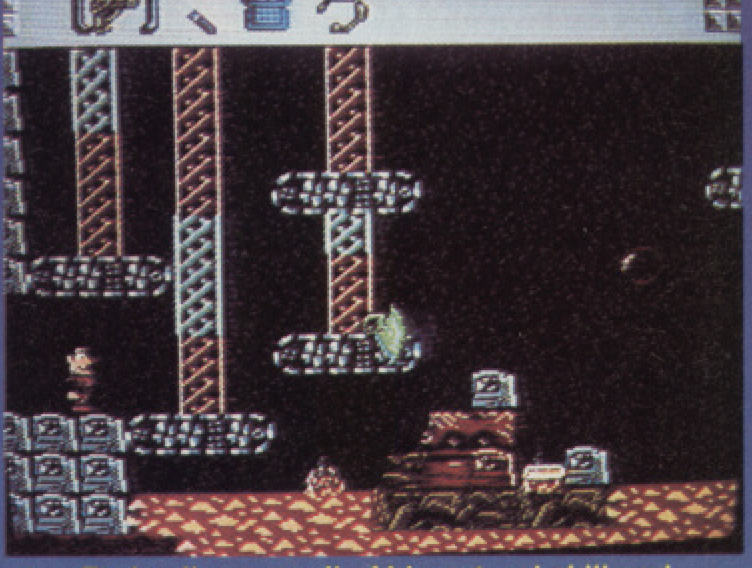


▲ *Pursued by the Green Ghosts of Doom, young Rad runs as fast as his legs will carry him.*



1 Cyberia is the first level of Rad Gravity, and the best tip here is just to visit each of the computer terminals in turn.

CYBERIA — RAD GRAVITY



▲ *Rad calls upon all of his natural skill and cunning in order to progress.*



2 There's a hidden screen here. Just jump up at the end of part two to get to it. To stop the conveyor belt later on in the level, shoot at the purple block.

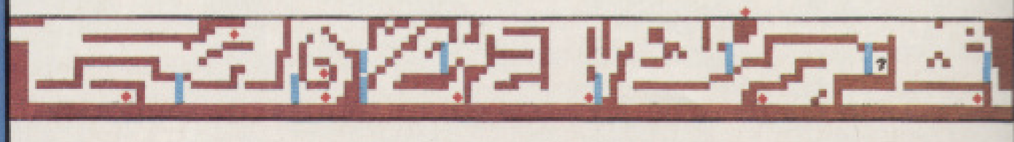
EFFLUVIA — RAD GRAVITY

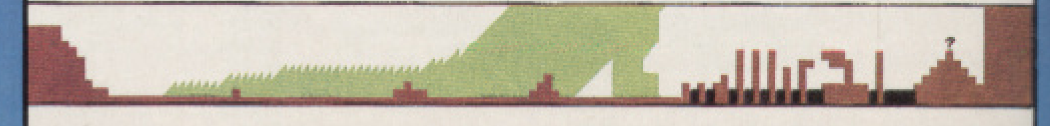


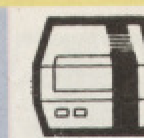
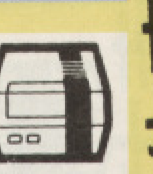
3 The only tip you need for this level concerns the life disk. You can get this by using the hidden crystal out of the screen.

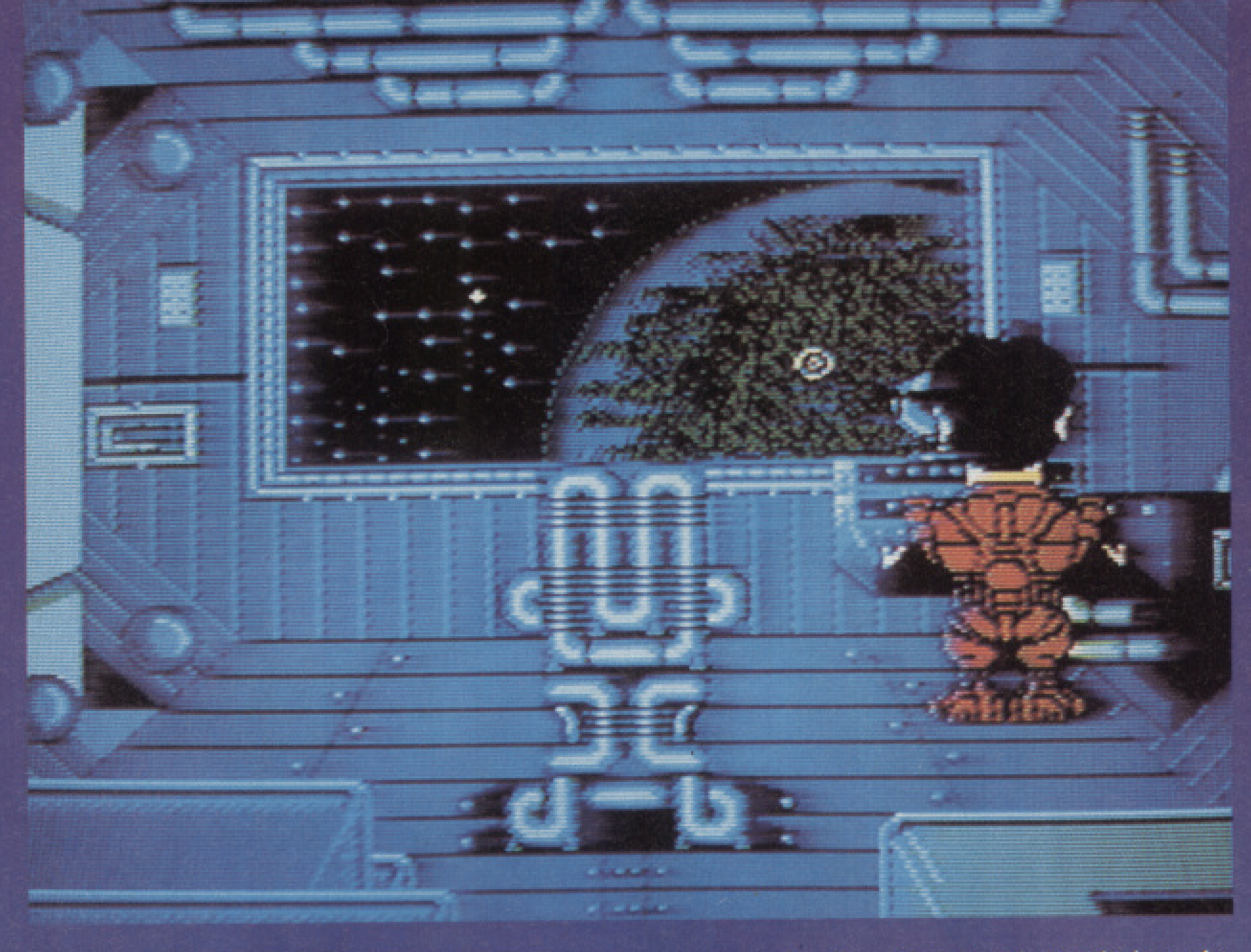
SAURIA — RAD GRAVITY







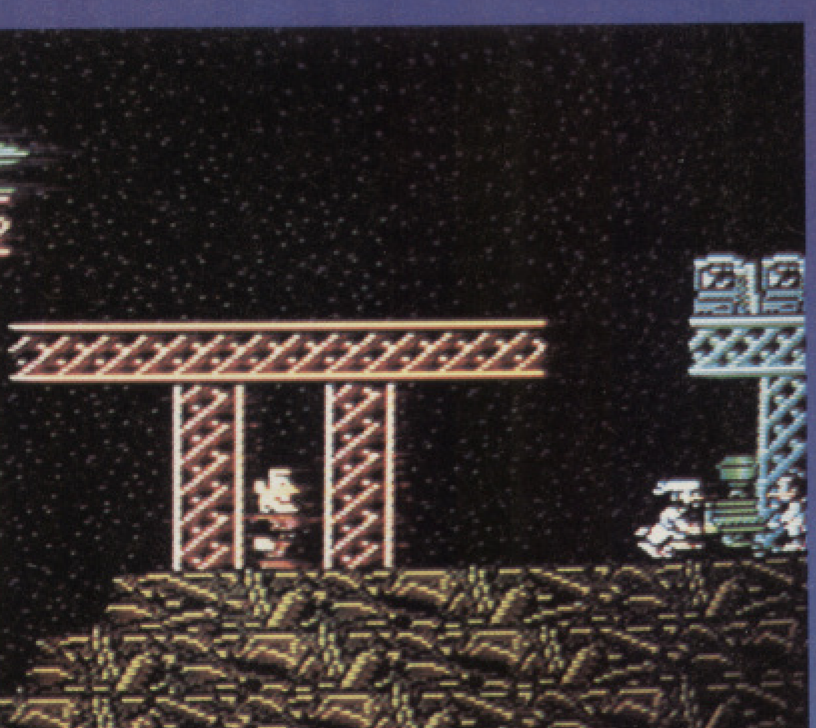



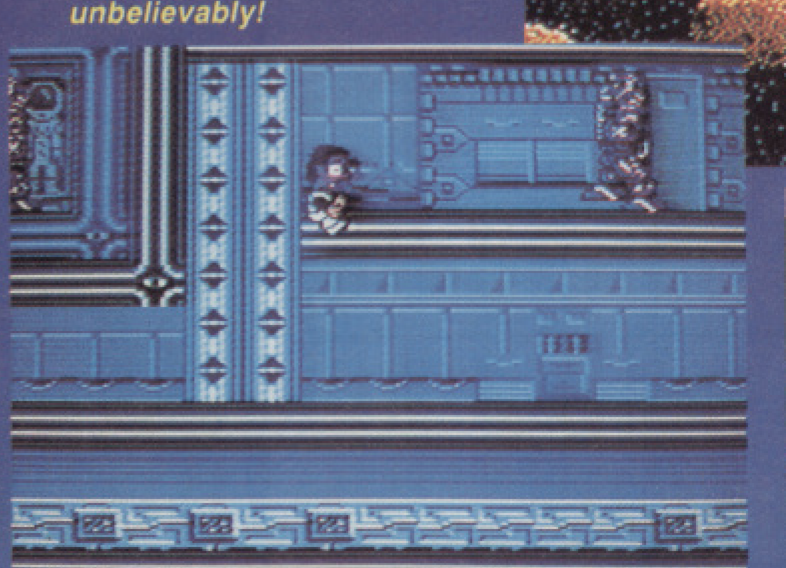


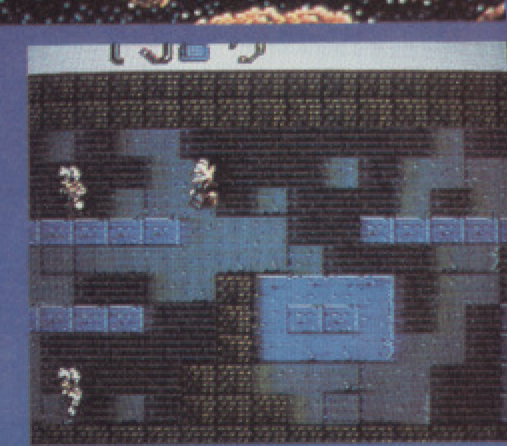


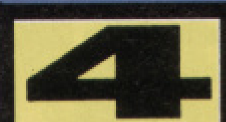
▲ *Excitement abounds here in Rad's super spaceship!*

▼ *The action hots up unbelievably!*

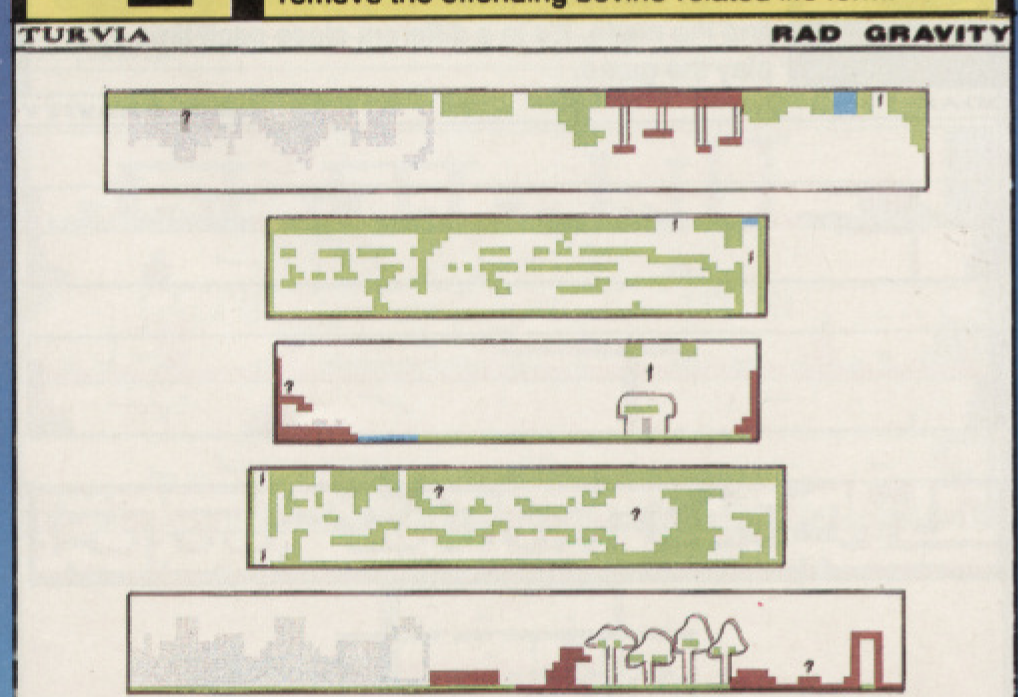








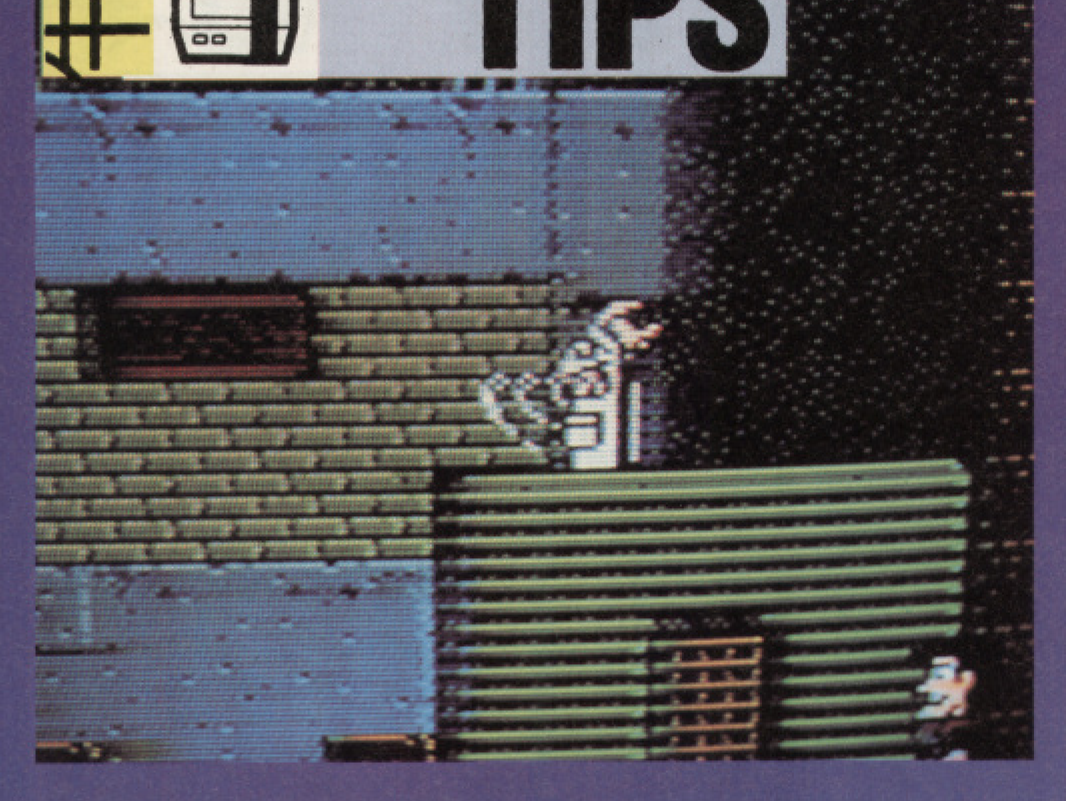
The cow is your biggest obstacle during this level. Collect the bone and give it to the dog. This should remove the offending bovine-related life form.





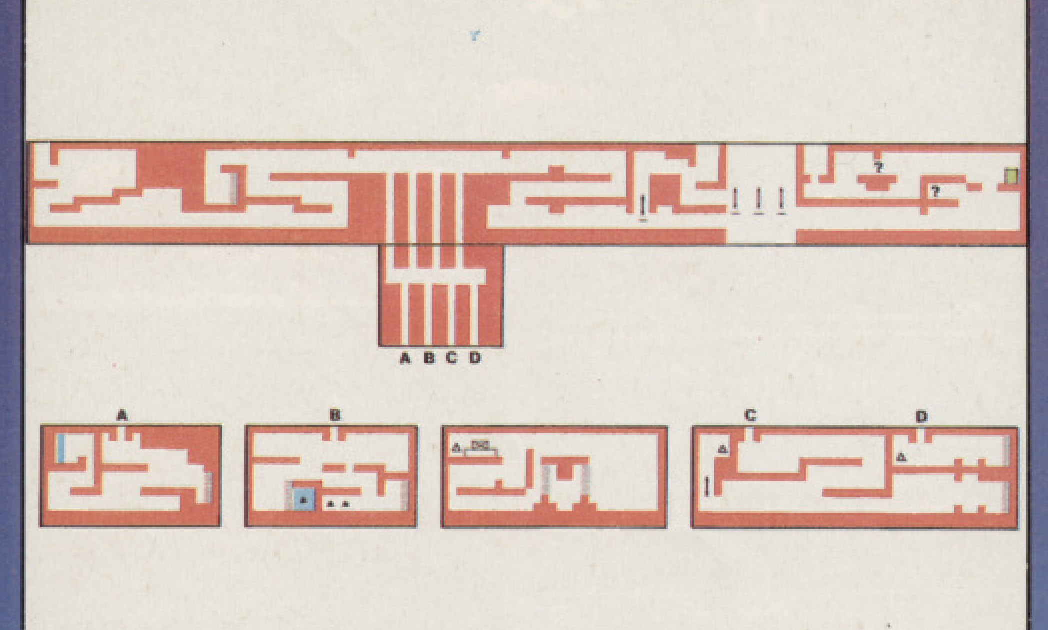
Jump off the platform in line with the planet in order to get the life disk. Throw the bombs in between the robots in order to blast them off the face of Vernia.

VERNIA RAD GRAVITY



6

Jump off the middle platform and go over the top to collect the transporters. Shoot at the slime pot to remove the big frog.

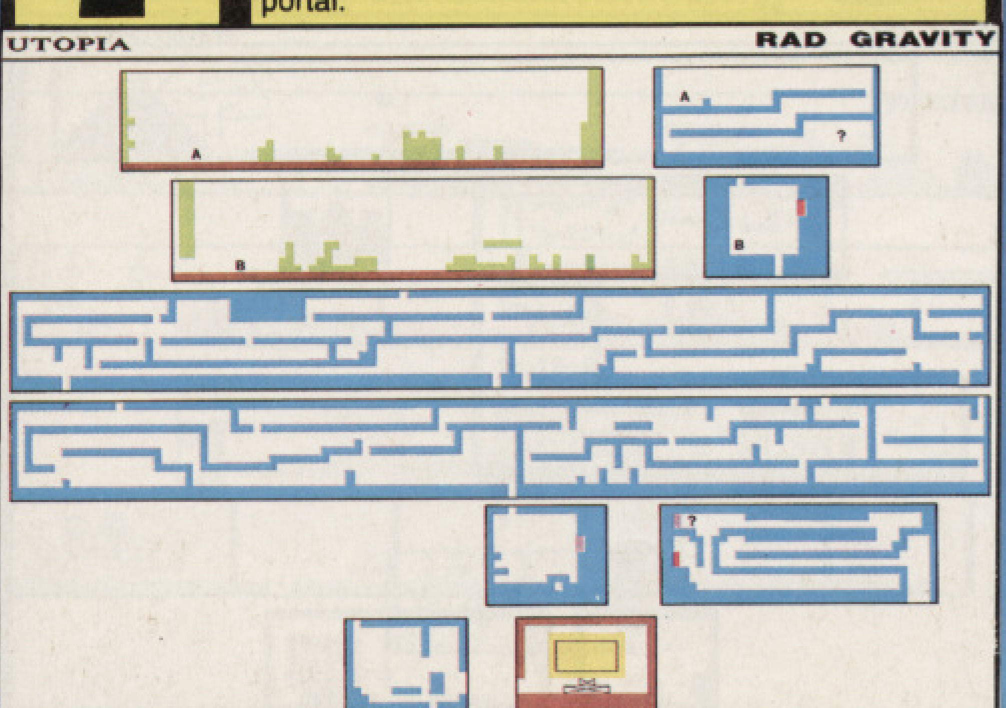






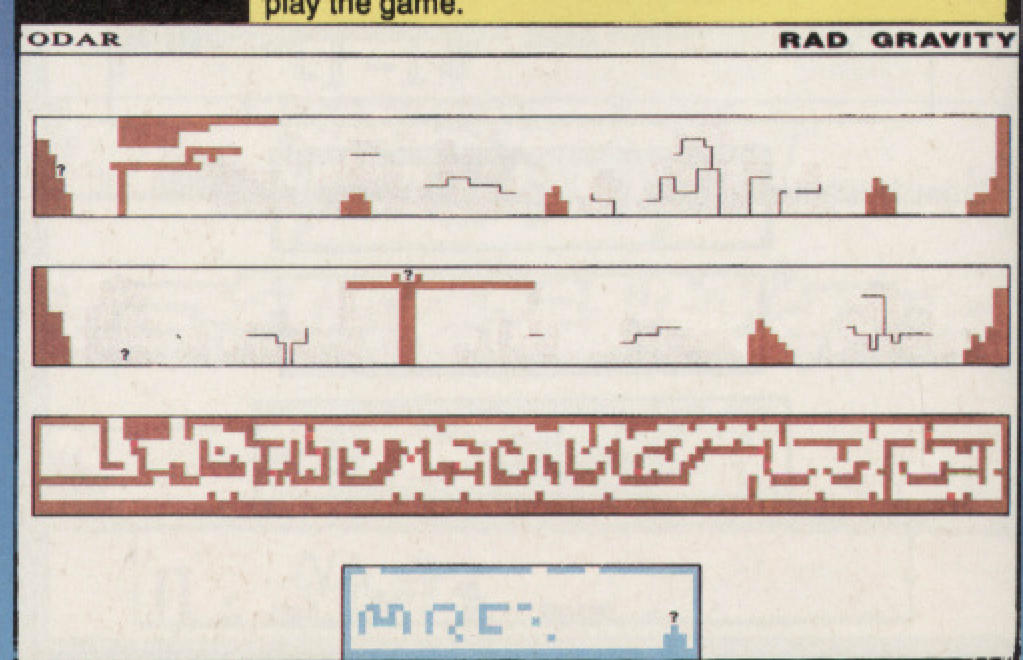
7

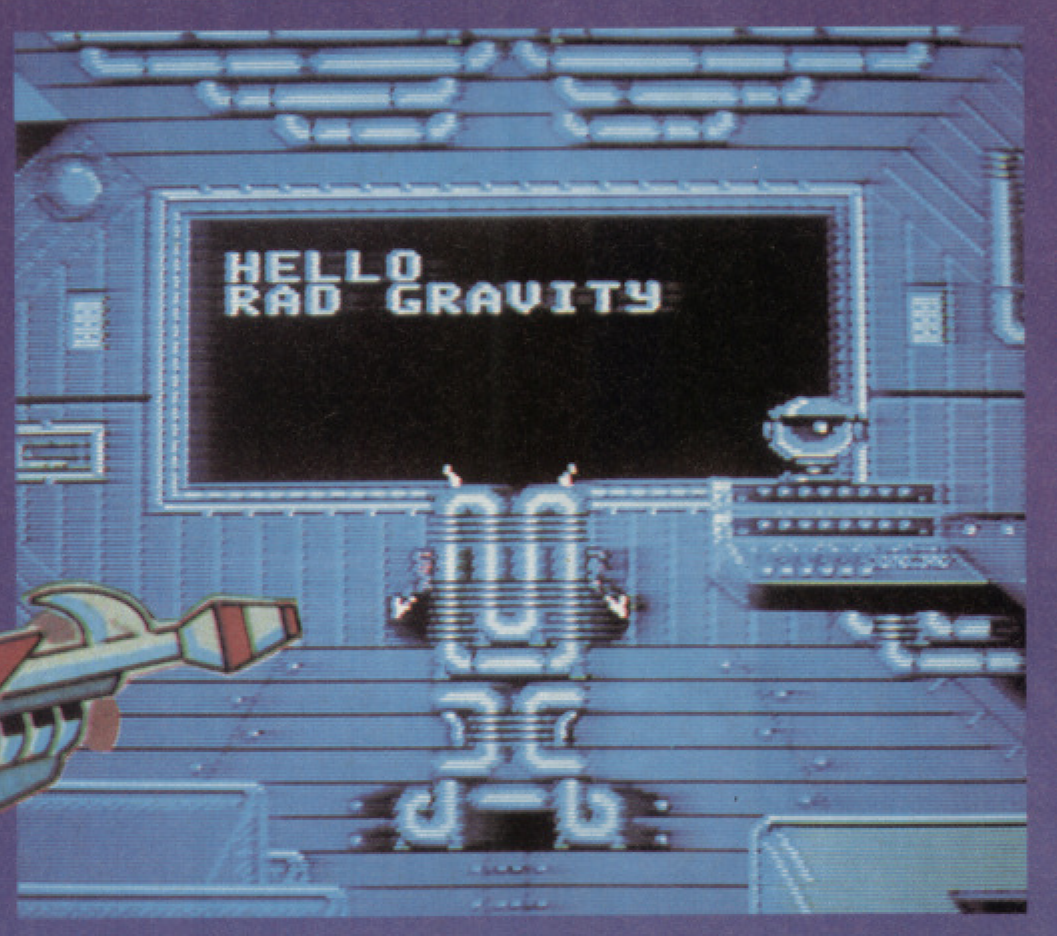
The little man causes problems here, so throw your bombs at him when he's facing away from you. Using your bombs also comes in handy for calling up the portal.

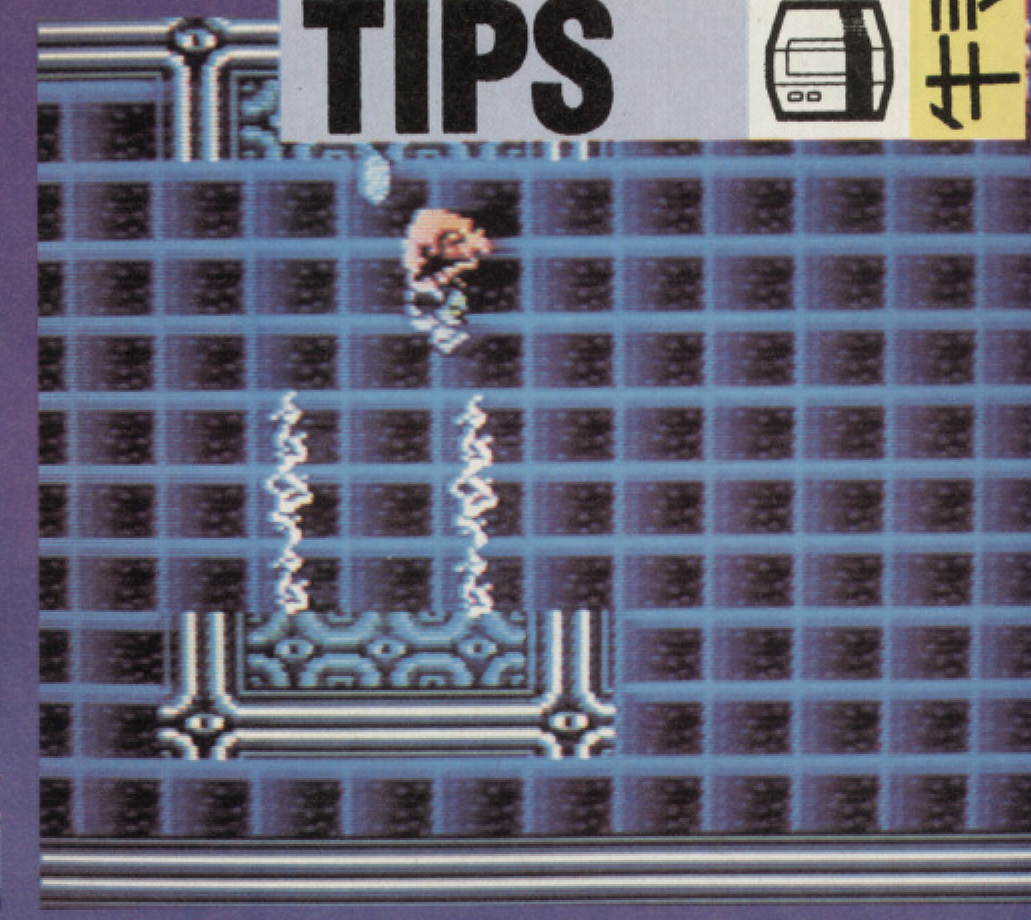


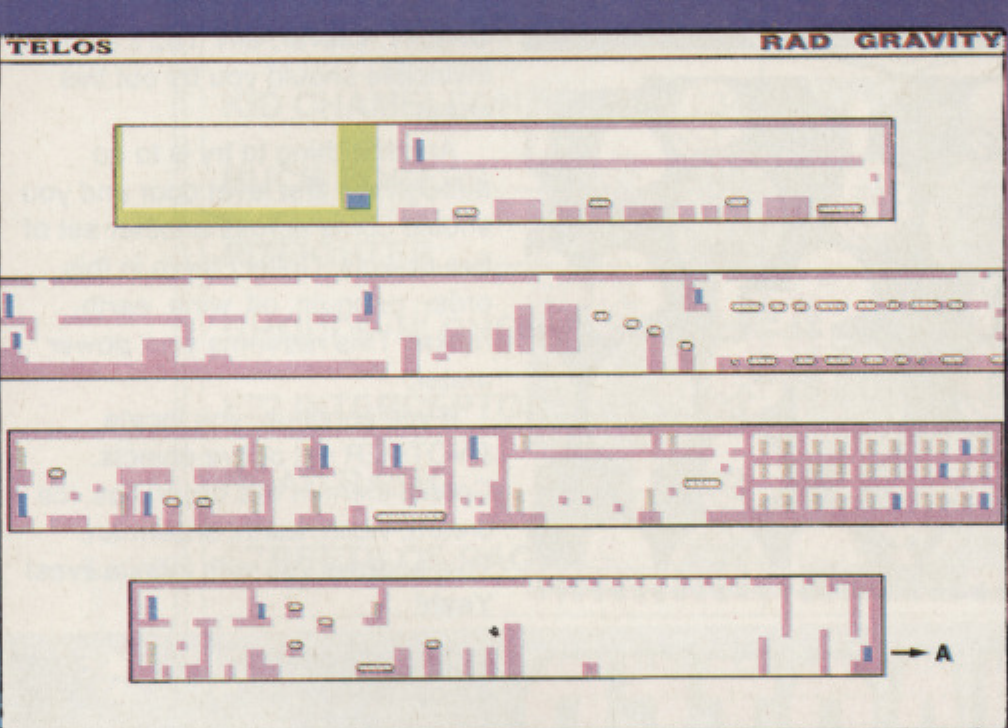
8

This is a bit of a tricky level. The red blocks in the maze can be moved. Finding the maze is hard, so use your energy disk to get to the middle of the tree stump. Use your transporters under the tree stump to find the maze. It's in a different place each time you play the game.

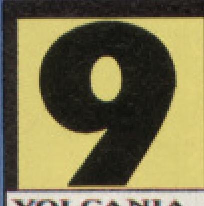




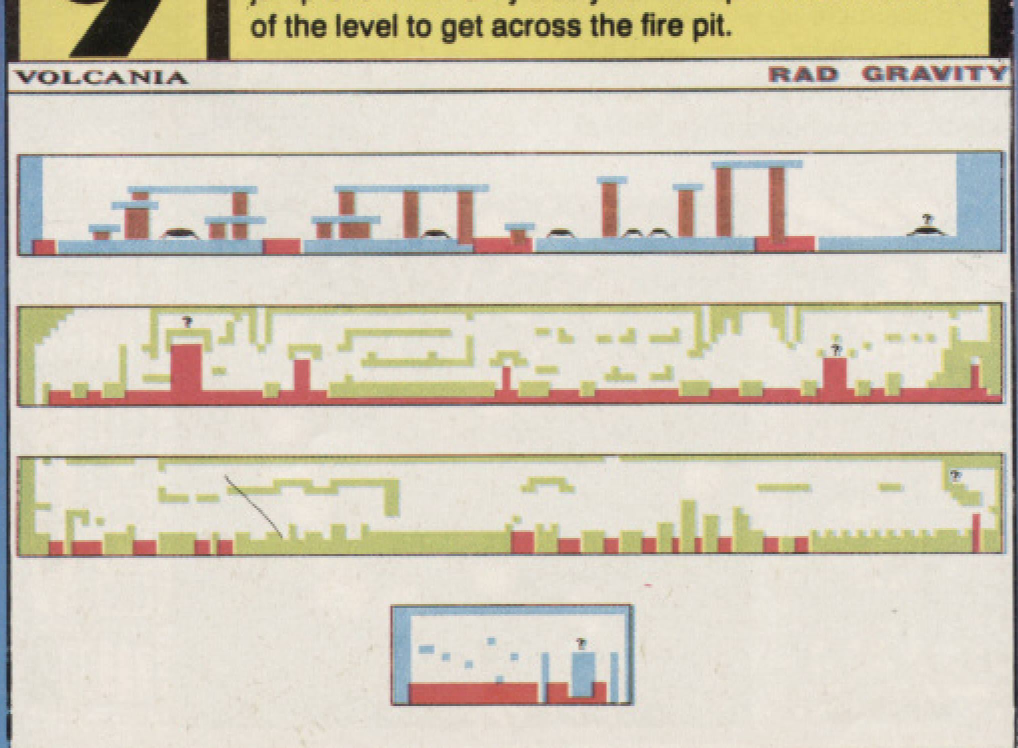


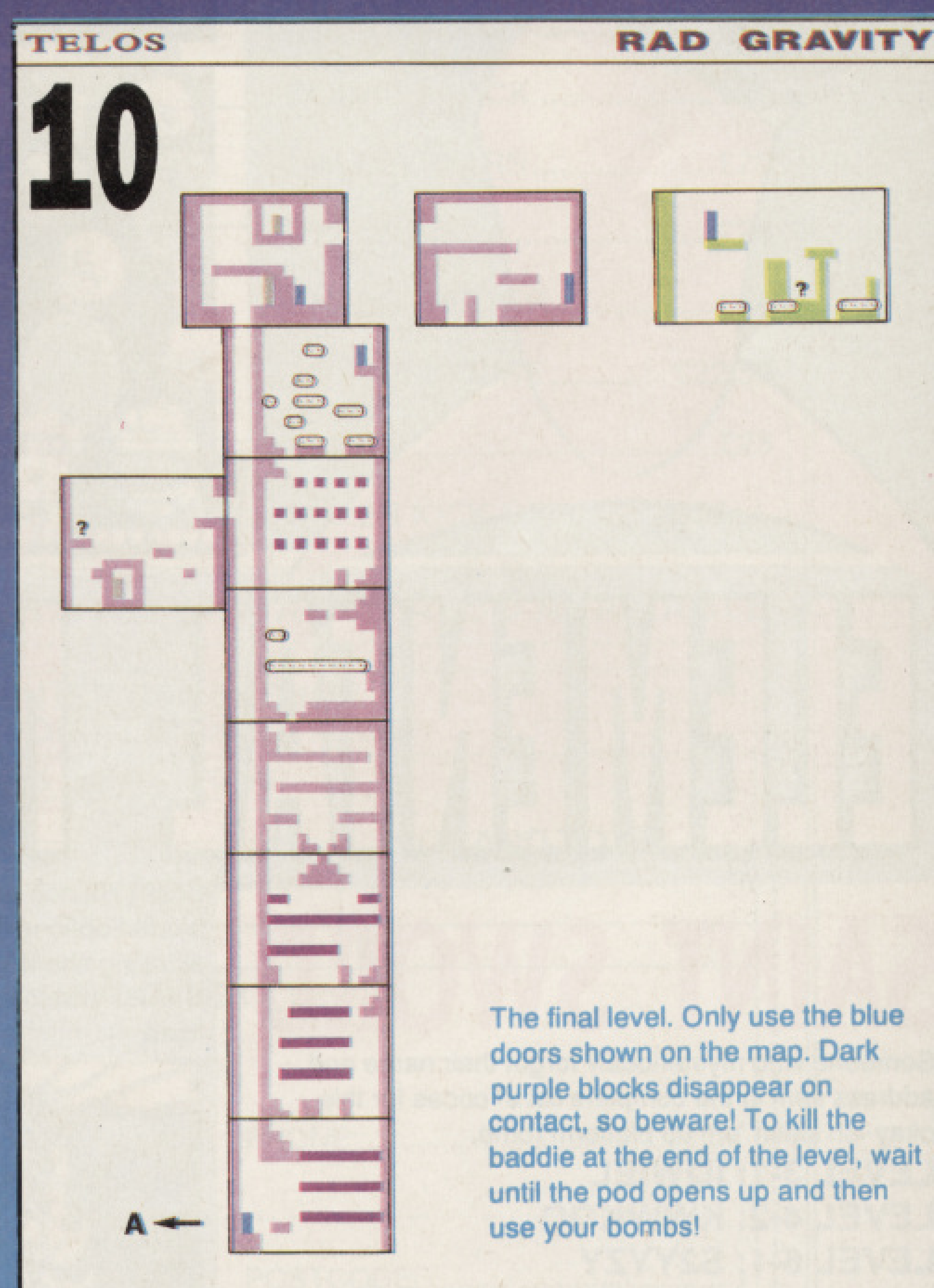


▲ *These two maps show both sections of the Telos level.*

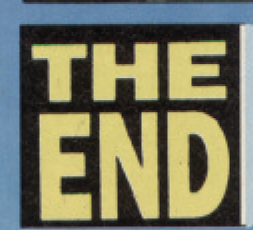


You can't kill the baddie at the end of the level, so just jump over him. Only use your transporters at the end of the level to get across the fire pit.





The final level. Only use the blue doors shown on the map. Dark purple blocks disappear on contact, so beware! To kill the baddie at the end of the level, wait until the pod opens up and then use your bombs!

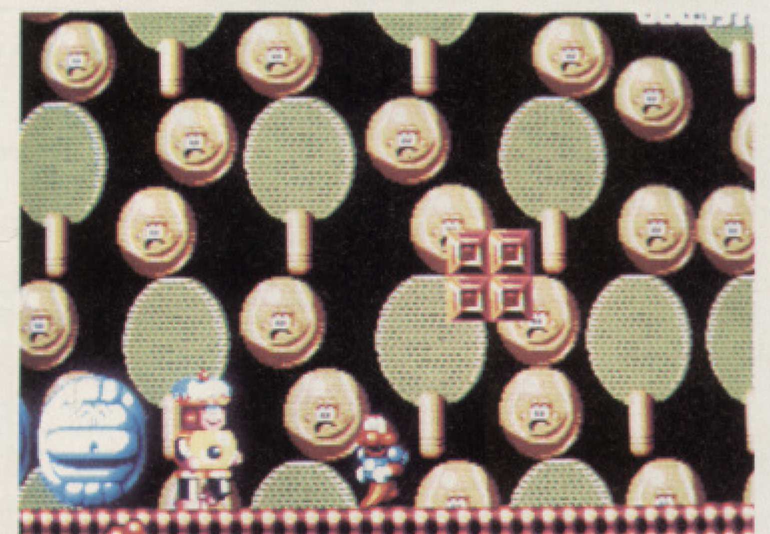


Martin Phenix also supplied us with the codes to the very end of Rad Gravity. Just enter the code and when play begins, stay at the top of the screen then just go left and right behind the rockets. It takes around 15-20 hits to the space ship to finish the game.

ROBOCOD







We've been literally deluged with the same tips for Robocod - the best Megadrive platform game ever! If you're the only Megadrive player left in the world who hasn't learned of these tips, listen up.

First of all, you don't have to bother with levels one, three and six. So ignore them if you want!

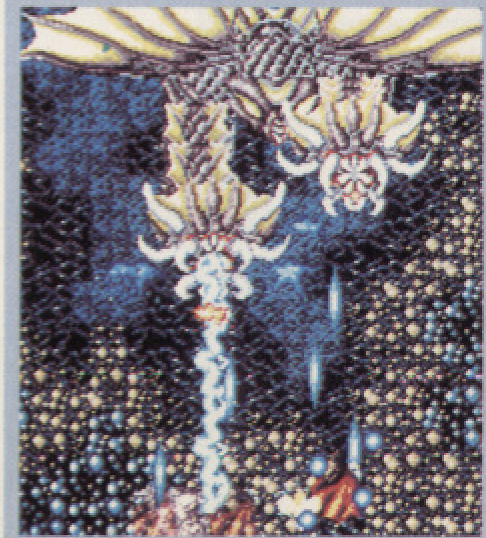
If you're really stuck and want to complete the game easily, this tip will open up every level, including the last! Just before the first door there is a rooftop with different object on top of it. Collect them in this order: cake, hammer, earth, apple, tap. As you will doubtless notice, the initials spell out **CHEAT**. Clever, eh? You'll also be invincible should you try out this cheat.

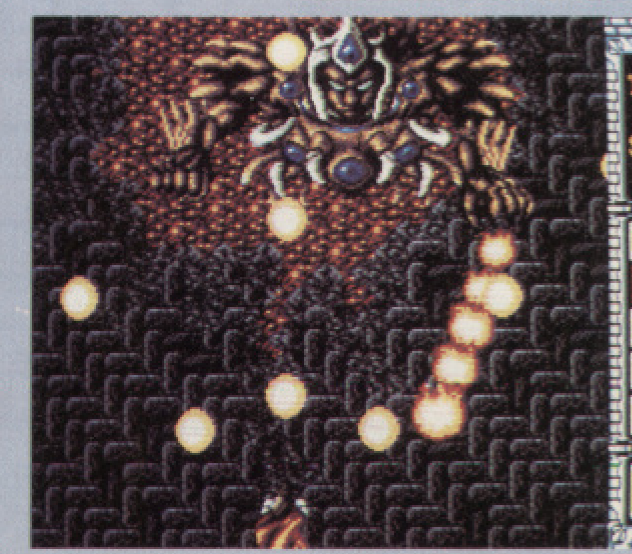
Another thing to try is to go through the first level door and you should come across another set of five objects. Collect them in this order: penguin, oil, wine, earth, racket. This redeems your power meter.

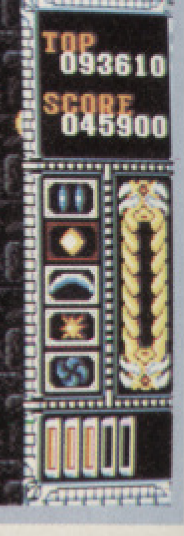
If you continue, you locate ANOTHER set of five objects. Collect them in this order: lips, ice cream, violin, earth, snowman. This endows you with infinite lives! Yeah!

ELEMENTAL MASTER

Stuart Haston sent in this simple tip to reveal the hidden options menu on this pretty smart vertically scrolling shoot 'em up. Simply hold down **A**, **B**, **C**, and **START** and that hidden menu should soon reveal itself.







SAINT SWORD

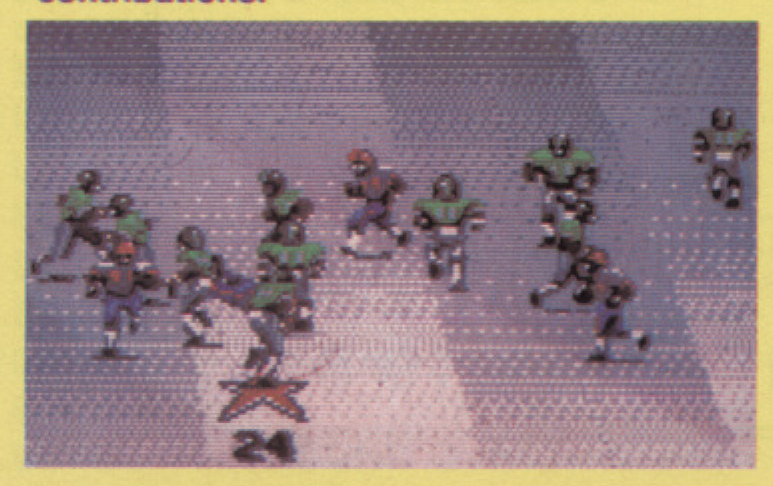
Someone who mysteriously forgot their name and address sent in the complete list of codes for this okay-ish slash 'em up platform romp.

LEVEL 3-1: IQWIEL
LEVEL 4-2: KWWKQQ
LEVEL 6-1: S2YYZY
LEVEL 6-2: SDG2AL
LEVEL 4-1 (SECOND QUEST): K2JOCK
LEVEL 5-2 (SECOND QUEST): QW10C2
LEVEL 7-2 (SECOND QUEST): XXKSIS

JOHN MA FOOTB



This month has seen a veritable mountain of John Madden '92 Player's Guides come flooding through the MEAN MACHINES letter box. The tips special you see before you is made up of all the best bits sent in to us this month. However, special thanks go to Paul Cope and John Kennedy for their fine contributions.

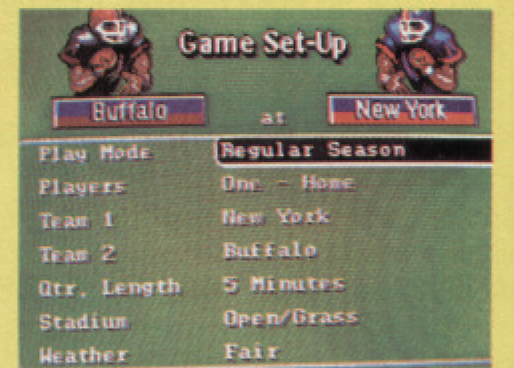




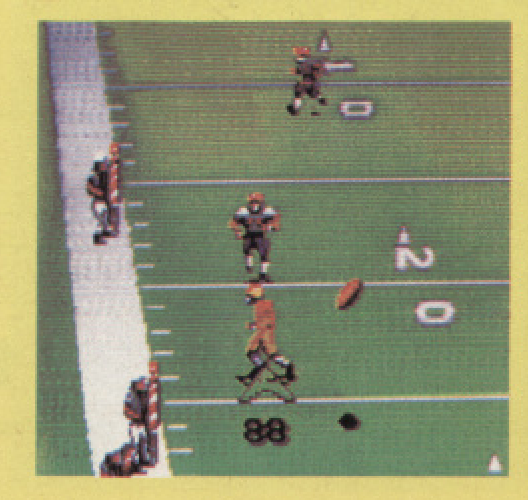
▲ *A strong defence here.*

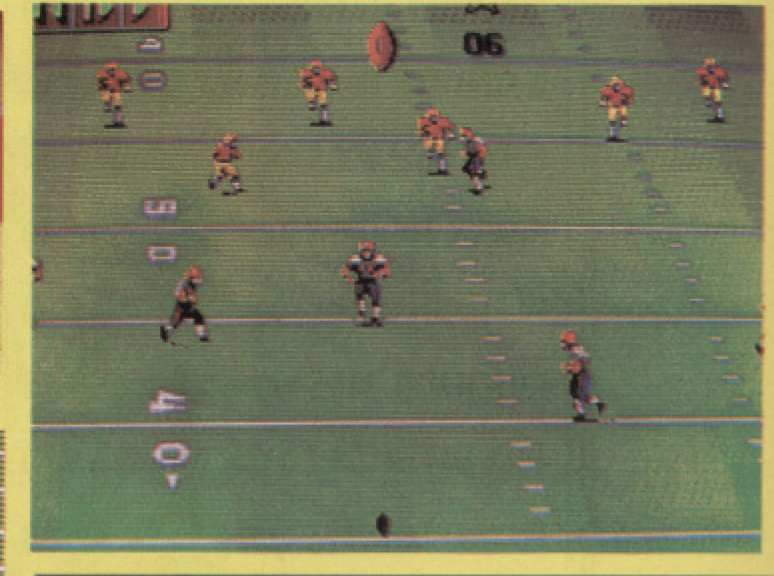


▲ *Practise tackling.*



▲ *Take note of the weather.*





THE TEAMS

CHICAGO

These guys are very tough indeed. Their passing game is poor, but they have a superb half and fullback. Their defence is not too fast, but their tackling ability is very good indeed. Passing nearly always breaks down their defence.

NEW YORK GIANTS

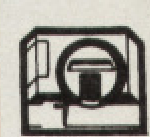
The New York Giants are a very good all-round team, with good passing and running abilities. The defence is good, but lacks in pass coverage because their tackling ability isn't that good.

NEW ORLEANS

These sad baboons form a very poor team indeed. Both the half and fullback lack in all areas. The passing area of this team is also very poor, with a shambling quarterback and wide receivers to match. The defence is fairly strong but lacks speed and aggression.

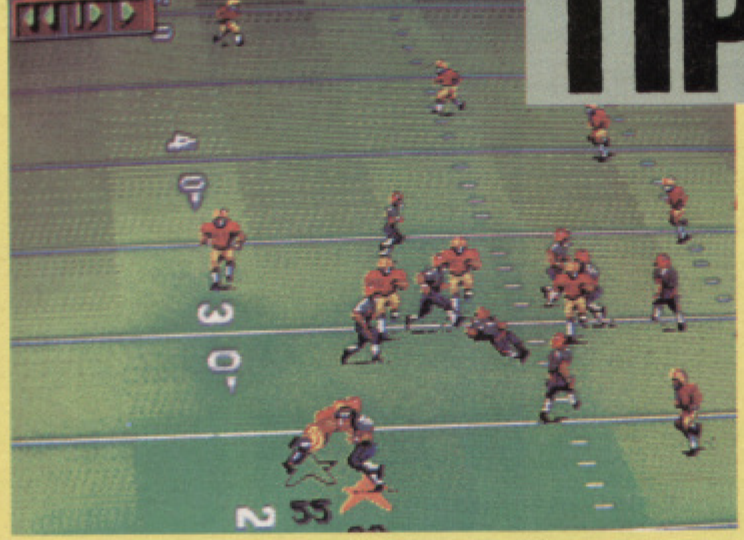
MINNESOTA

Minnesota excel in defensive play. They tend to use a short running game because of their poor quarterbacks and wide receivers. Passing plays are the key to beat this team.

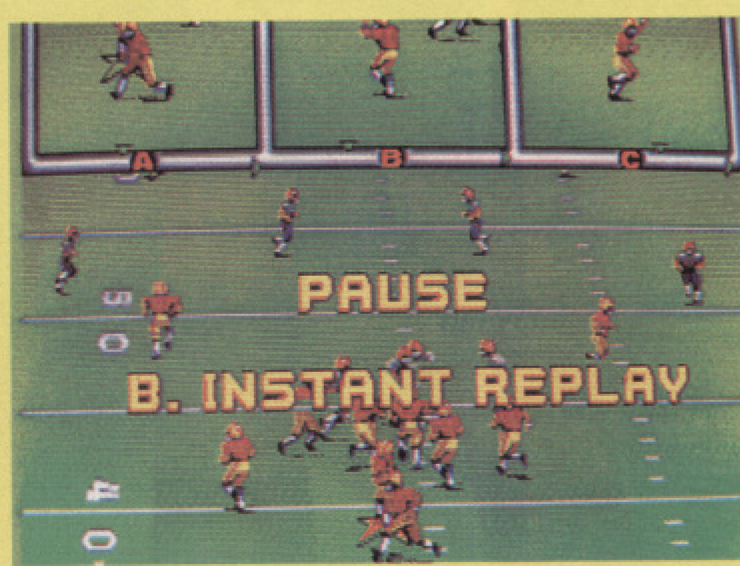




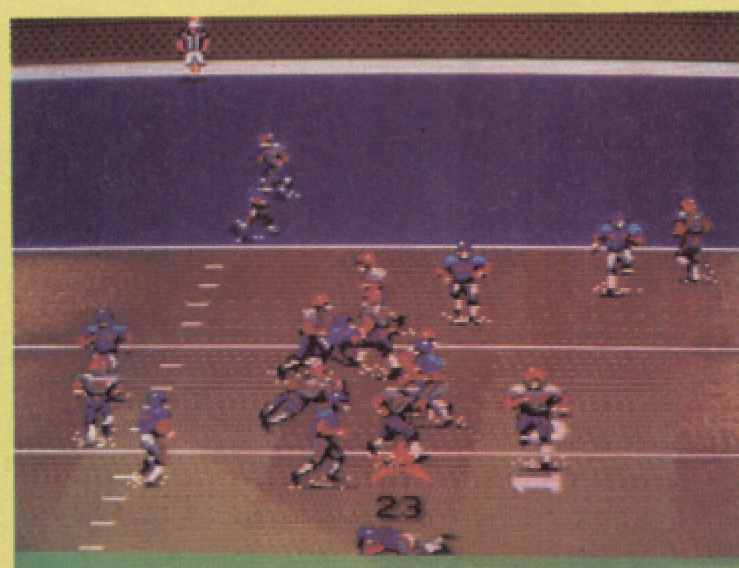


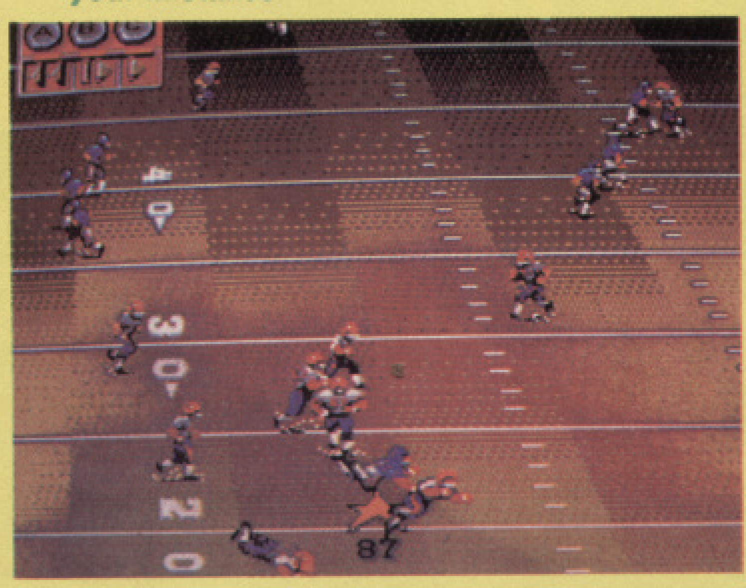


▲ *Practising the running and passing plays is essential in the new Madden game.*

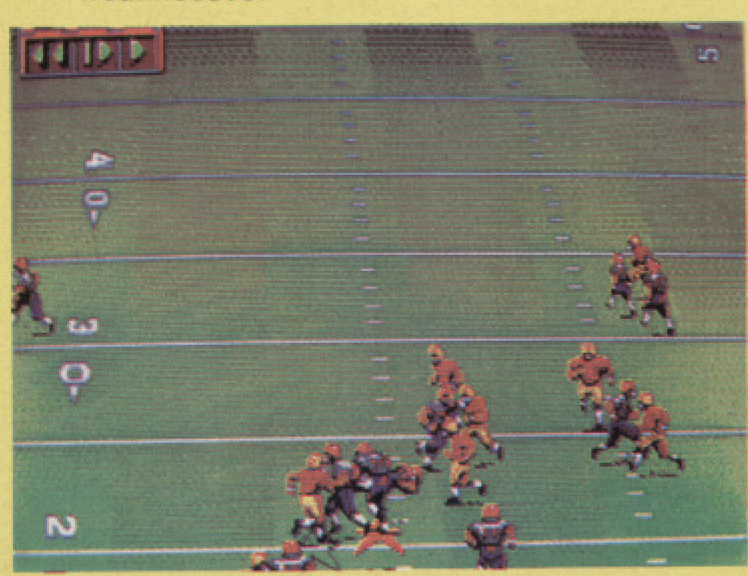


▲ *Use the instant replay option to learn from your mistakes.*





▲ *Plan your attack according to the opposition's weaknesses.*



▲ *Plenty of cunning is required to make those plays really pay off.*



WASHINGTON

This team's playing style is quite similar to Chicago. The team isn't quite as strong, but they more than make up for this with a better passing game. The best tip to defeat these boys is simply to vary your tactics.

GREEN BAY PACKERS

The Packers, as they're sometimes called, are a fairly average team with a good quarterback and kicker. However, their defence is poor, so use the old safety in numbers strategy to block their offence.

SAN FRANCISCO

This team plays a very predictable, but polished game. A long balanced passing game best sums up their style and their defensive play is very good indeed. San Francisco are probably the best team in John Madden '92. Only by using short running and passing plays are you likely to break them down.

PHILADELPHIA

This is similar in style to New York, and play a good all-round game. Use blocking tactics to defeat this team, but their decent quarterback may just take you by surprise.

OFFENCE

A good offensive team chooses a number of different plays in different situations. You must become familiar with the abilities of your players. Every player's individual skills are listed in the instruction book. The best approach is to vary your direction when playing upfield as the computer learns from its mistakes. It is recommended to choose a play targeted down the right side, then down the left and so on. If a big play is needed, run a few times down the right side and then throw a HB screen down the left. Because the opposition is concentrating on the right, with the aid of good pass protection a 70 yard gain can be achieved!

PASSING

Experiment with throwing the ball. If your receivers are heavily covered, it's best to rifle the ball. If you don't catch it, the opposition won't have much chance either. When receiving hold your arms up, as this improves your chances of catching the ball.

RUNNING

When running tnrough the middle, hold down C. This charge gives the rusher a better chance of gaining yards. It's not too clever to rush the quarterback too often as he may well get injured. If a quarterback sneak is chosen and the defence shows a five man line, it's beast to choose audible B, which a play action pass.

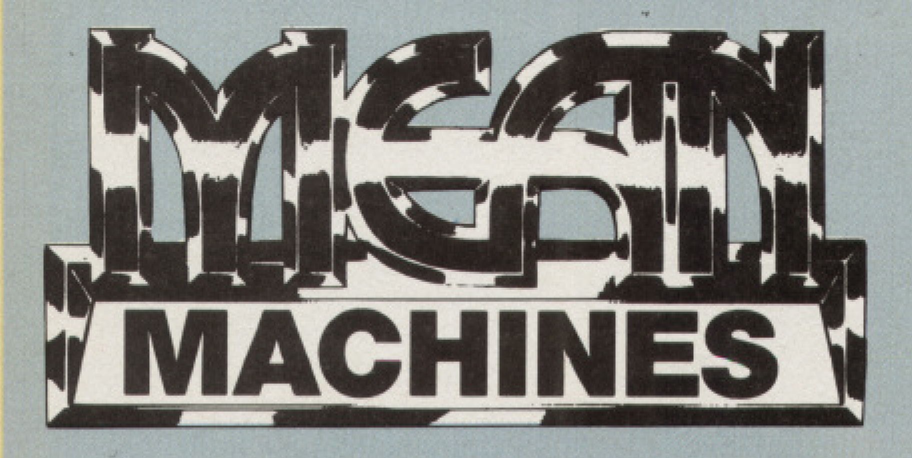
EATING THE CLOCK

There are many ways of stopping the clock. Time-outs are popular (only three and a half minutes), unsportsmanlike conduct (15 yard penalty) and offside calls (5 yard penalty) are also worth considering.

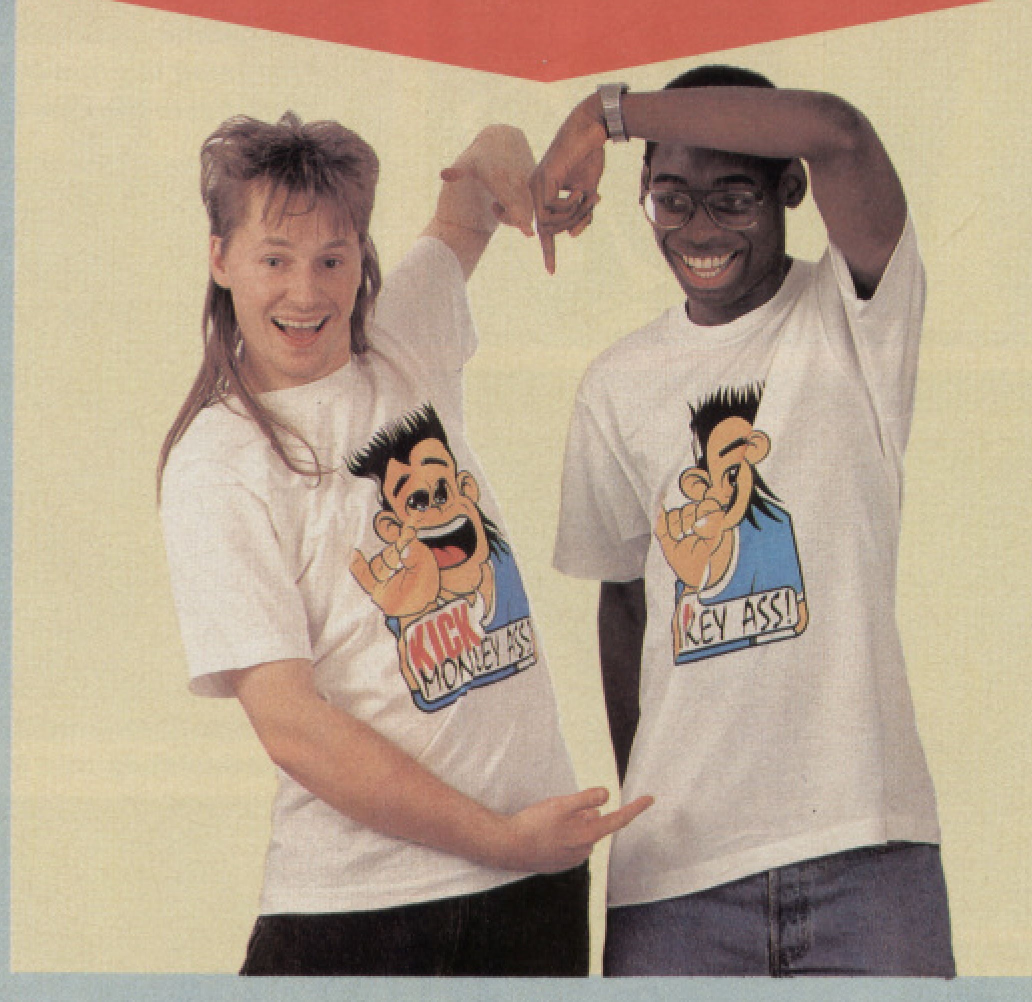
DEFENCE

The opposition normally favour whatever they're best at to combat your offensive. Use the team low-down contained in this special to formulate your battle plan. When covering passing plays it's not advised to take out the receiver until he's got the ball. Unlike the original Madden game, Pass Interference will be called.





YOU TOO COULD GET A T-SHIRT LIKE OURS !



With Summer on the way, all conscientious console kids should be getting their mitts on the totally excellent and bodacious Mean Machines t-shirt. It is the essential fashion accessory for all dedicated console gamesters - and is unprecedented in the looking totally cool department.

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Just fill in the coupon below and within 28 days you'll have the 100% non-bogus Mean Machines t-shirt!

MEAN MACHINES T-SHIRT OFFER, PO BOX 300, PETERBOROUGH, PE1 5TQ

Please send me .... Mean Machines t-shirt(s) to:

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I enclose a cheque/postal order for £.............. made payable to **EMAP IMAGES LTD.**

Size (please tick one): ☐ medium ☐. large ☐ extra large

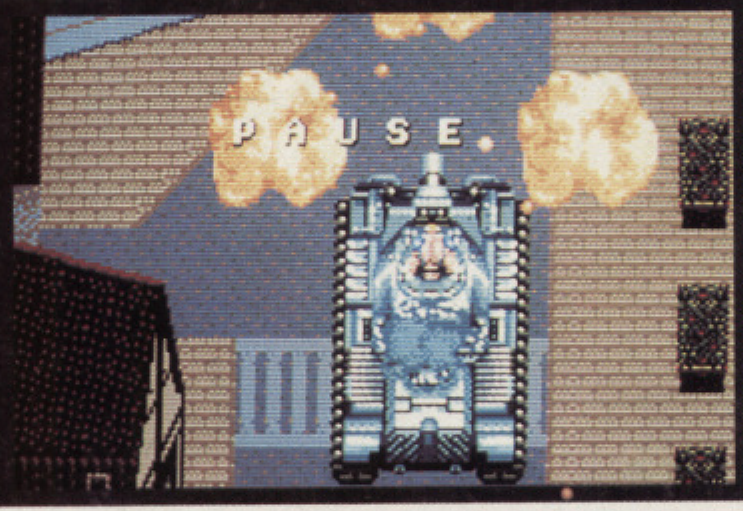
Fulfilment : Peterborough Mailing, 21 The Sqaure, Vicarage Farm Road, Peterborough
Please allow 28 days for delivery.





Thomas Jones from Weybourne in Farnham has a rather cunning tip for this mega shoot 'em up frenzy.

In the ORIGINAL mode of the game, you can use the gold first aid boxes to cure TWO men in need of medical attention! Pick it up as usual, and just as the life meter of one man gets to the end of the bar, press **START** to pause the game and choose another character. Unpause the game and his energy will also be refilled.



SONIC THE HEDGEHOG

Ben Marrison hails from Mutley near Plymouth, and has seen fit to send in loads and loads of tips for this mega Game Gear effort. These tips detail the location of the extra lives in the game.

GREEN HILL, ACT ONE: The extra life is hidden in a tree just after the large slope.

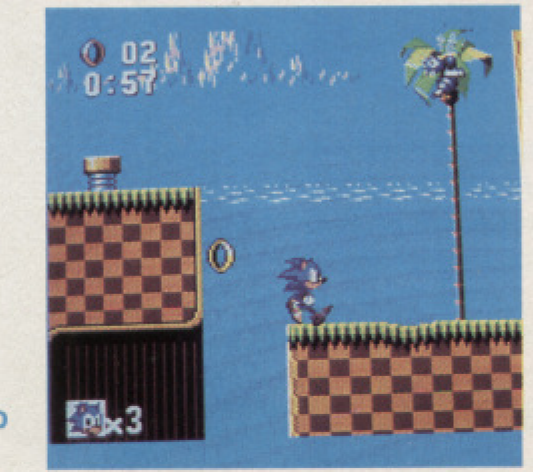
GREEN HILL, ACT THREE: At the beginning, fall off the second cliff to find the extra life.

THE BRIDGE, ACT THREE: Go left at the very beginning - the life is just off the screen.

THE JUNGLE, ACT THREE: Walk into the water to fin the extra life.

SCRAP BRAIN, ACT ONE: When you walk through the door onto the moving platforms, jump onto the second platform to find the extra life.

GAME GEAR



SEGA

ALEX KIDD IN MIRACLE WORLD

Andrew Ruck has obviously been having lots of fun with this decent platform game. He's come up with a groovy continue option to help out all you Kidds in trouble.

To carry one after you die, you must have U400. When the GAME OVER message appears, push the joypad **UP** and hit button two eight times! Hurrah!

FANTASY ZONE

The boy Andrew Ruck comes up trumps once again with this cool cheat for the shoot 'em up mayhem that is Fantasy Zone.

To get loads of lives, wait for the opening demo to scroll up the screen. Now, waggle the joypad **UP** and **DOWN** at least 50 times and press **START**. Get as much dosh as possible in the first level and go to the shop. You should now be able to buy heaps of lives for only $1000 each! Ooooh!

MOONWALKER

Aaow! David Lyons from Peterborough sent in this mega cheat that enables you to access the level select option in this pretty good platform game.

Plug both control pads into the Sega and turn the machine on. On pad one, press **UP, LEFT, BUTTON ONE** and **START** on pad two. Now press **START** on pad one and that level select should make itself known.

BUBBLE BOBBLE

Mark Dearman from Devon reckons he can impress us with his "colourful" language, but his tips turn out to be a lot more interesting. This code will enable you to choose your starting level:

3V35NLLE

Try this for a surprise. Move the cursor down to the passwords and press **PAUSE**. Now press **BUTTON ONE, LEFT, DOWN, UP, BUTTON ONE, UP, BUTTON ONE, UP**. Try this for both Bub and Bob.

This final tip is the best of the lot. First reset the game and select one player/two player start. Now, when you start playing on level one, bubble the three baddies but don't burst them. After a while they turn red. When this happens bubble them again and keep doing this even when Baron von Blubba appears. After a while a door should appear. Go inside for a whole bunch of surprises!

SPEEDBALL 2 BRUTAL DELUXE

It is the year 2029 and the grizzly, bloody sport that is Speedball has finally been outlawed. The underground stadiums have been closed down and the game is officially dead. However, the Government realise that as an indirect consequence of Speedball's demise, crime has risen. Therefore, in an effort to return to the stable society of old, they introduce a controlled but yet even more violent game based on the old Speedball. Two special league divisions are swiftly created with new teams assembled from the experienced Speedballers of old along with talented newcomers who fancy their chances.

Just like the original Speedball, the aim of the game itself is to score points. However, in this new game it isn't just putting the ball into the net that provides points. The Speedball authorities have created cunning midfield devices that are used to glean extra points. The once vertically-scrolling pitch has also been replaced by a massive eight-way scrolling stadium. Just like the original game there are no rules, meaning that the game is as heavily reliant on extreme violence as on skill.

You start the game as manager of the worst Speedball II team ever - Brutal Deluxe. Using your managerial skills along with your arcade reflexes, it's your job to guide them to the top of the Speedball league table. Simple... or is it?



SCORING AND MULTIPLYING

Goals are usually worth ten points, but there are ways to boost the value of a winning shot. Located in the middle of the pitch on each wall are score multipliers. Throw the ball through one of these and extra points are added to the potential score of your next goal. Only by making good use of these multiplying devices do you stand any chance against some of the teams in division one.

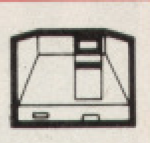
VICES AND DEVICES

Scoring goals isn't the only way to get points in Speedball II. Located in the midfield section of the pitch are a number of recesses in the wall. Throwing the balls at these lights up a special star. Two points are awarded for each star lit, and a bonus ten points are up for grabs if you light all five. Considering that a goal only scores ten points, the stars are well worth your attention.

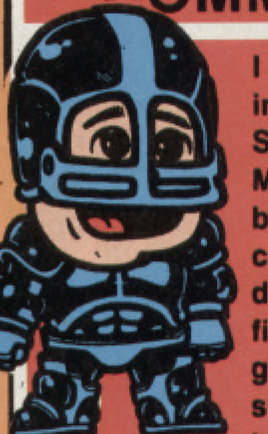


Oooh! Scrap on!

Using the gym is the key to success in Speedball II. After every game you have the opportunity to boost the attributes of each player by spending money on a specific part of their training programme. You can concentrate training on a particular player, or boost the whole team in a single attribute. Alternatively, you can save time just by selecting ALL, which boosts every player in every attribute. Using your training programme, it's possible to increase the strength, stamina, and even the speed of your players.

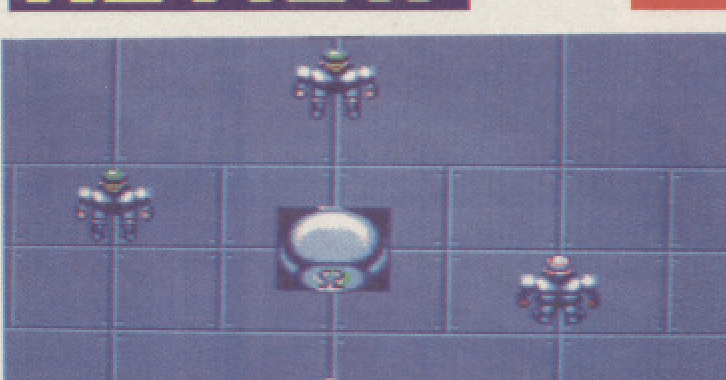


COMMENT

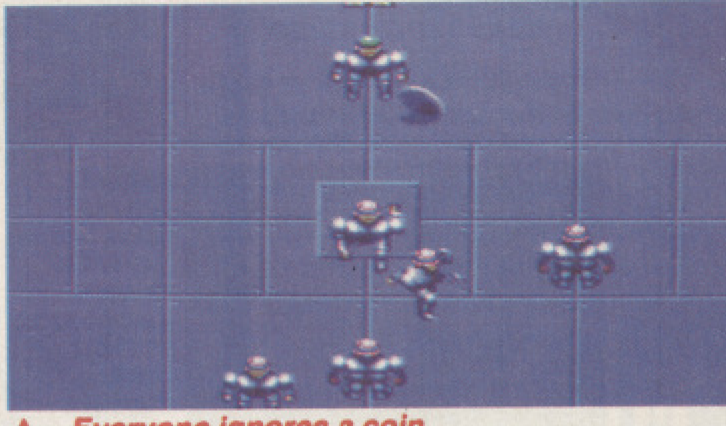


RICH

I wasn't really impressed with Speedball on the Master System, but this is a completely different kettle of fish. The original game was quite slow and tedious, but even with the bigger play area that the Master System has to cope with, Speedball II manages to retain the same manic pace as the Amiga classic. The graphics are fine. Obviously, the colour and definition aren't quite as smart as the 16-bit versions, but the actual gameplay remains really close to the original. My one gripe is that the player intelligence isn't quite as advanced as the original versions and with no Kick Off-style scanner, passing the ball is made very difficult because you can't really see where your players are. Other than that though, Speedball II remains an excellent sports sim that should appeal to anyone owning a Master System.



▲ *Kick off Speedball style.*



▲ *Everyone ignores a coin.*





▲ *Hit that crazy bouncedome for two points a*



HE'S DEAD, GYM

ANYTHING YOU CAN DO, ICON DO BETTER

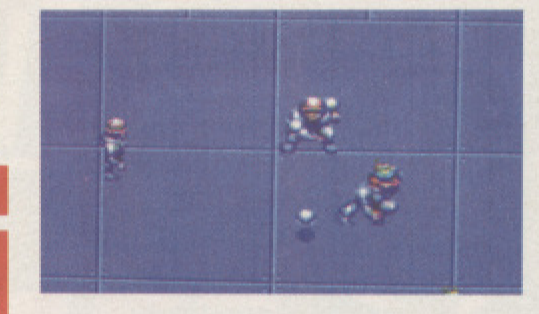
As you play Speedball II, you'll doubtlessly comes across the icons littered around the area. Collection of these has different effects. For example, there are icons that temporarily boost your speed and power. Other icons have effects on the opposing team. Once icon even freezes the opposition, enabling you to score a goal with ease. In two-player mode, a reverse joystick icon is available that completely confounds your opponent by messing around with his controls!

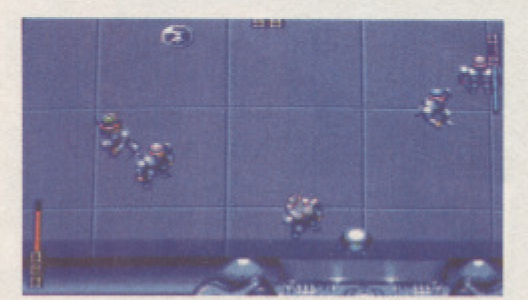


COMMENT



JULIAN As well as featuring astoundingly good graphics, Speedball II sports fast, exciting and action-packed gameplay, especially in two-player mode. It's slightly tougher than the Megadrive version, not through the computer opponent being more intelligent, but because the Master System team members tend not to read the ball as well as their Megadrive counterparts and consequently they don't set themselves up to catch a long pass. It's not a real problem though, and is easily cured by using short passing play tactics. Other than that there's nothing to fault, and sports fans who are after something a little more challenging and brutal than most games of this ilk should check this out immediately.





▲ *A bit of goalmouth action here.*

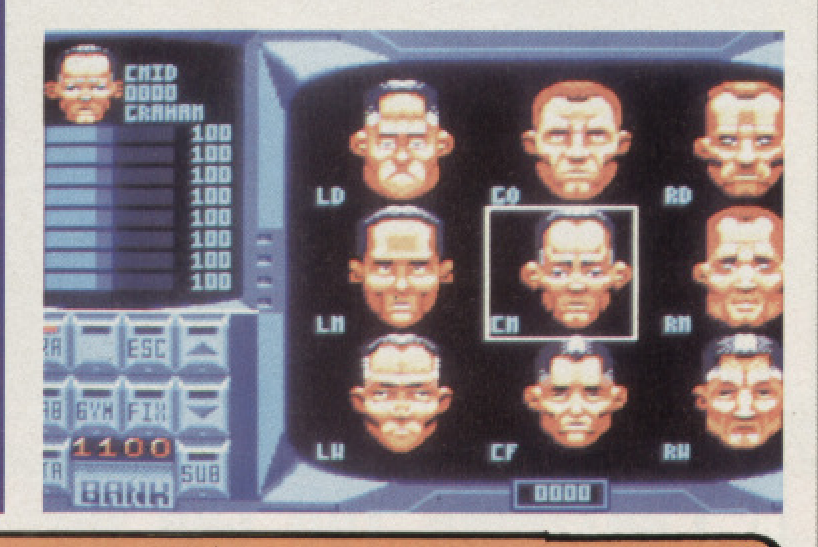


ON THE MEGADRIVE AS WELL



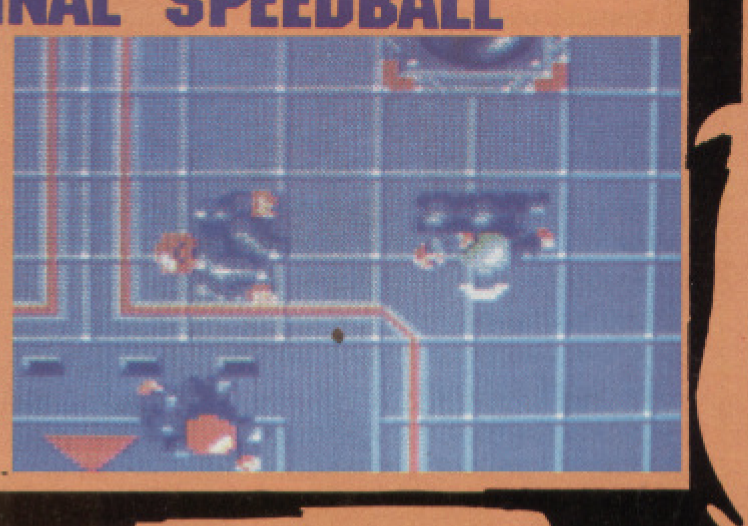


As regular readers of MEAN MACHINES should know, Speedball II is already out on the 16-bit Megadrive. This version is much the same as the game reviewed here, but features improved graphics and sound along with smoother gameplay. This scored a worthy 88% when we reviewed it in our mega February 1992 edition of MEAN MACHINES.



THE ORIGINAL SPEEDBALL

As any self-respecting Master System owner should know, a version of the original Speedball game is also out for the Master System. This game is much simpler than the sequel with only a smaller, vertically scrolling playing area. The gameplay has none of the managerial aspects or the midfield devices of the sequel but it's still pretty good fun and worth a look.

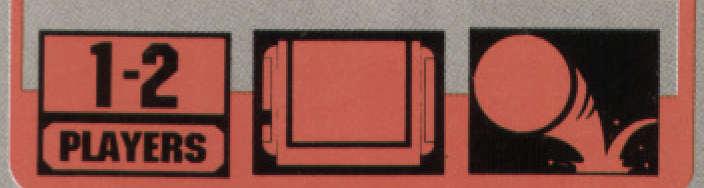




BY: IMAGEWORKS

PRICE: £29.99

RELEASE DATE: MAY
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 1
RESPONSIVENESS: SPEEDY



PRESENTATION 91%

One or two player options, league and knockout options. The overall presentation is nicely polished too.

GRAPHICS 93%

The sprites aren't animated that well, but the backdrops are great and the scrolling is an improvement over the original.

SOUND 81%

A good conversion of the original tune kicks the game off. The in-game effects are okay.

PLAYABILITY 89%

Instantly addictive with great, highly violent action.

LASTABILITY 87%

Getting to the top of the league takes some doing, and even then the two-player option should keep you coming back for more.

OVERALL 88%

An excellent future sports simulation that's unrivalled on the Master System.



Become the modern day equivalent of Constable, Picasso or Da Vinci with Art Alive - the first art package ever produced for the Megadrive!

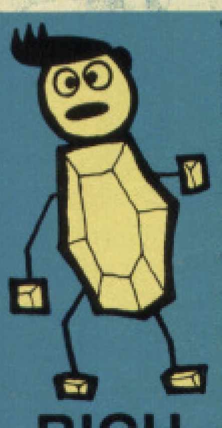
You are given the digital equivalent of a blank canvas, along with the necessary binary paints and crayons necessary to create a masterpiece. Use your artistic prowess to build up exquisite backdrops and then overlay fine sprites - you can even animate them with Art Alive's comprehensive animation options. Hurrah!

Just think, your "friends" mocked and pointed wickedly at your sad scribblings whenever you tried to draw. Now you can get even with this fine art package. Art Alive: it's art made easier - or is it?



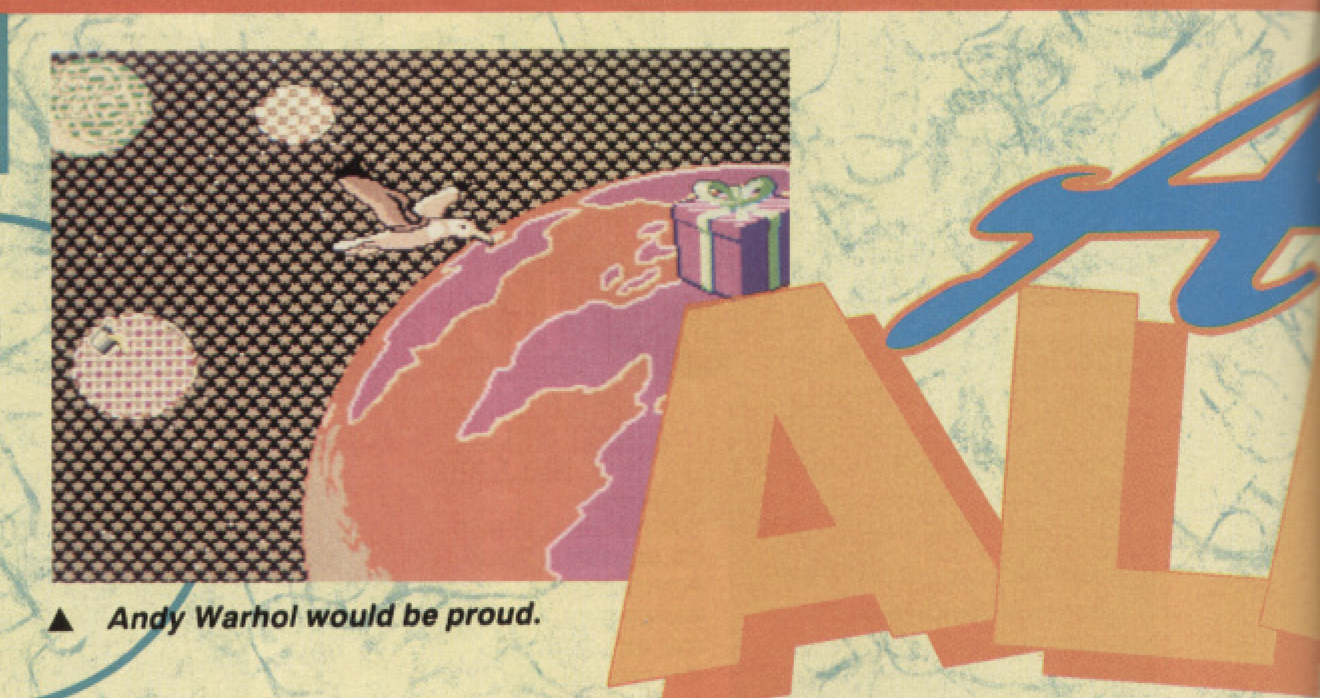
▲ *Exciting creations like these are easy... ish.*

COMMENT



RICH

When Jaz told me about an art package coming out for the Megadrive, I could have sworn that his chin was spinning at many revolutions per minute. What is the point of producing such a package when you can't save your efforts for posterity? I thought maybe a battery back-up could solve some of the problems, but Art Alive hasn't got one - it expects you to record your picture onto videotape! This would be bearable if the package itself was of a high quality, but Art Alive is frankly a bungling shambles of an effort. Using only 16 of the Megadrive's 512 colours at once is a sad state of affairs, and each of the tools are so unwieldy that actually creating anything fairly decent is impossible (as you can see from my pic!). The tools themselves are also primitive to say the least - drawing anything more complex than lines, boxes and ellipses is a long and boring process. I'm not a complete ignoramus in the art department (I actually create a lot of the review logos used in this very mag with a PC art package), and I'm sure that even an experienced artist would sneer at this pathetic package. If you're at all into art, I'd suggest shelling out your thirty English pounds on some decent paints and venting your creative urges in the more traditional manner.



▲ *Andy Warhol would be proud.*

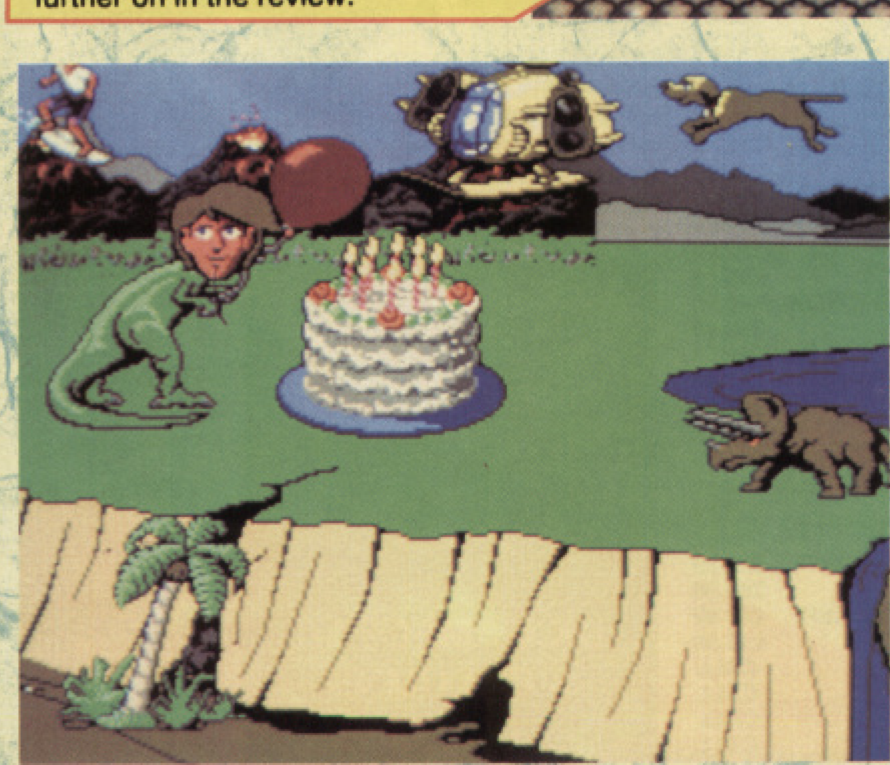
Select the colours you want to use (known as the palette) for your picture, along with the beginning background colour. Only 16 of the Megadrive's 512 colors can be used at one time, but different palettes are available.

The main drawing tools. Lines, boxes, ellipses, erasers and fill options are available. There's even an "airbrush" feature that digitally duplicates the real thing!

The outline option increases the thickness of the lines used in making up your ellipses, lines or whatever. Simple.

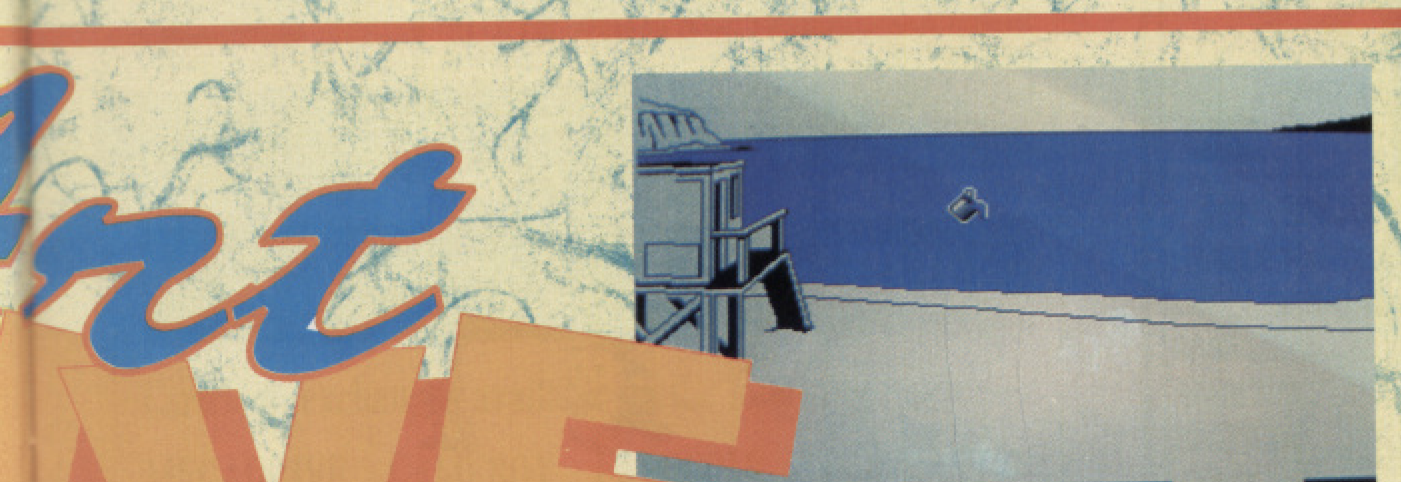
This meter is controlled with the C button on the control pad and adjusts the speed of the Art Alive cursor.

These special tools control the sprites, animation and text facilities contained in Art Alive. Read more about these exciting features further on in the review.

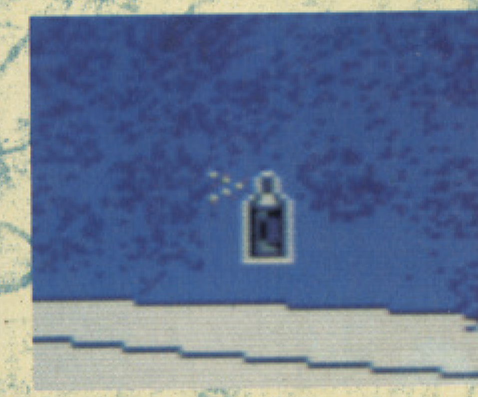


▲ *Artistic? Autistic?*





▲ *Using the thrilling fill command.*





▲ *Stipple the sea.*

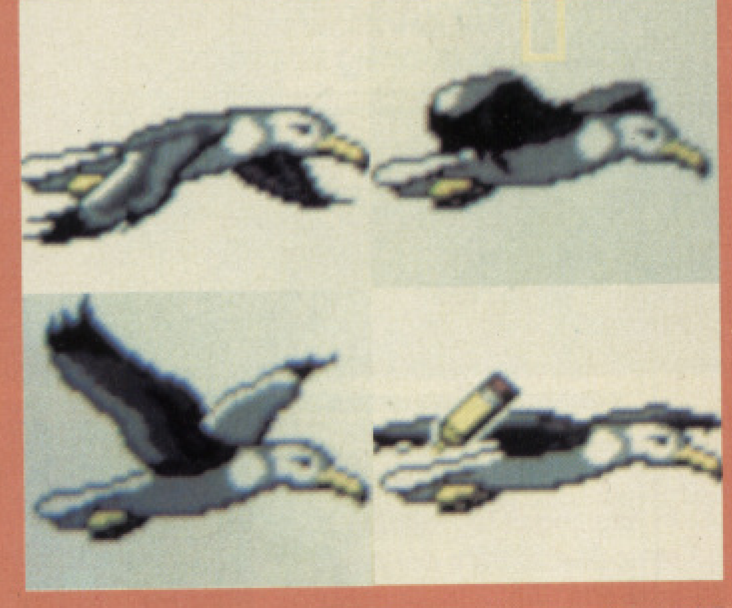
TEXTUALLY EXCITING



You can even add text captions to your original Art Alive masterpiece. Simply choose a colour for your text and a position and click on the relevant icon. Instant captions are yours for the taking! Unfortunately, only one font has been included and the size of the text cannot be altered - doh!

SUSPENDED ANIMATION

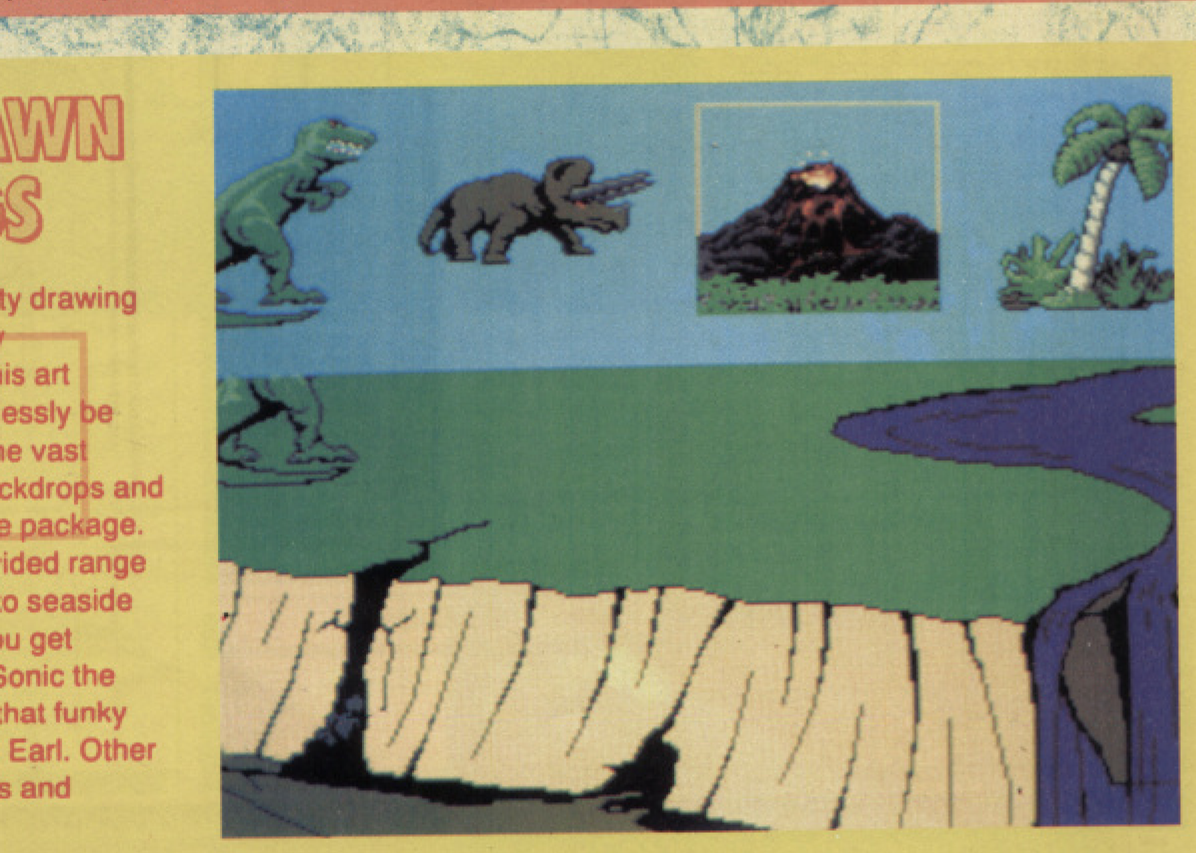
Art Alive enables you to create your own sprites, animate them, and even let them wander across your chosen backdrop. You can create your own sprites, or use one of the mega presets in memory! Just imagine, you could draw a picture of your house and have Sonic the Hedgehog popping over for dinner (???), or something. The only limit, apparently, is your imagination.





PRE-DRAWN THINGS

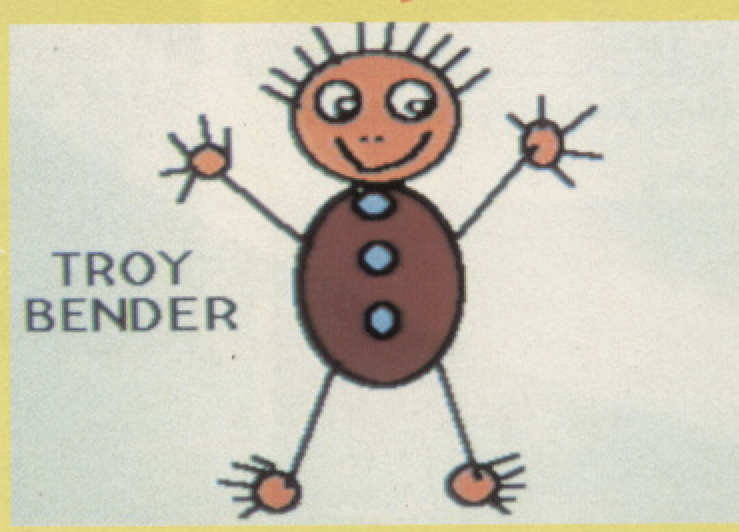
If you're having difficulty drawing anything (which is very understandable with this art package), you'll doubtlessly be heartened to hear of the vast range of pre-drawn backdrops and sprites contained in the package. The backgrounds provided range from haunted houses to seaside scenes. The sprites you get include the infamous Sonic the Hedgehog along with that funky twosome, Toejam and Earl. Other delights include surfers and roller-skating babes!



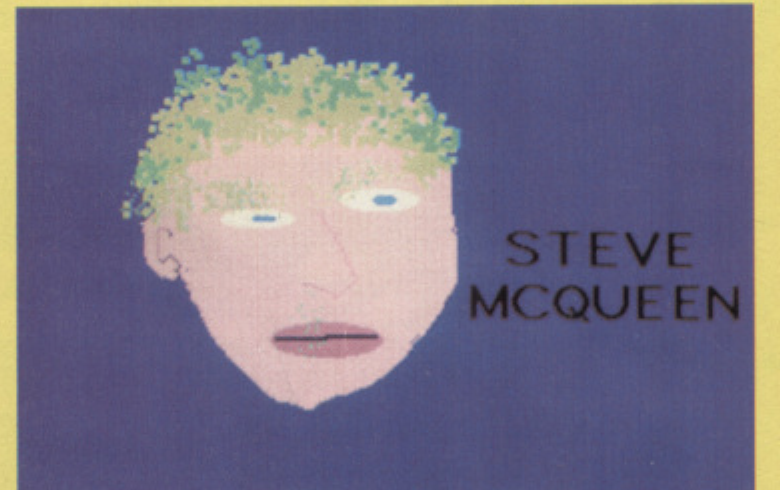



MEGADRIVE REVIEW

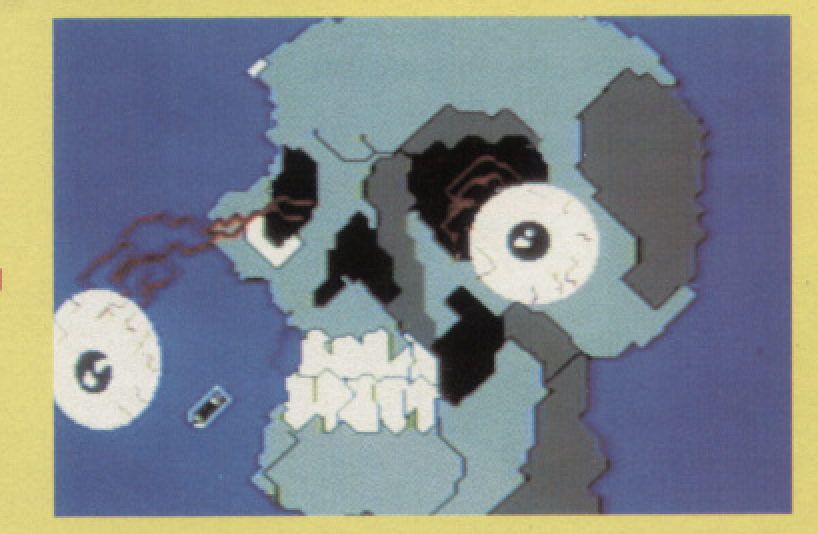




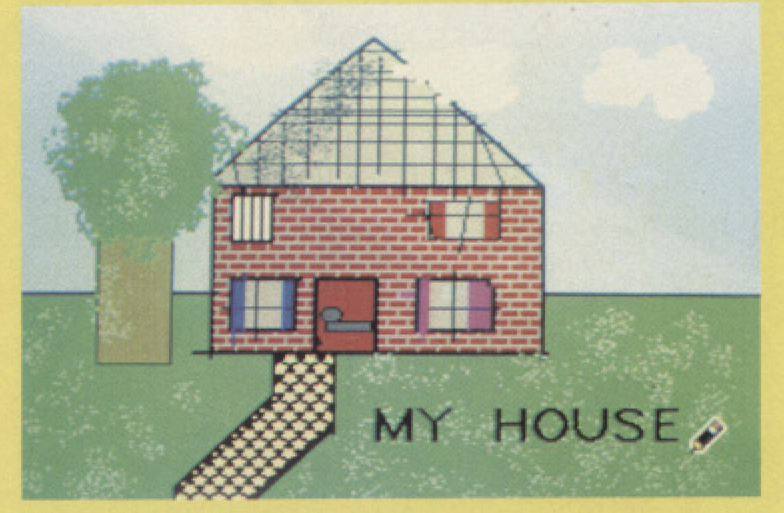
Clearly showing inspiration from the Basildon School of Infantilism, Jazza's piece elicits feelings of shambling naivete while at the same time explores the rich hinterlands of the child-like soul within us all.



Throwing rigorous art school traditions to the wind such as perspective, relative proportion and realism, Richard's study of a bygone hero reflects upon his condition both dead and alive.



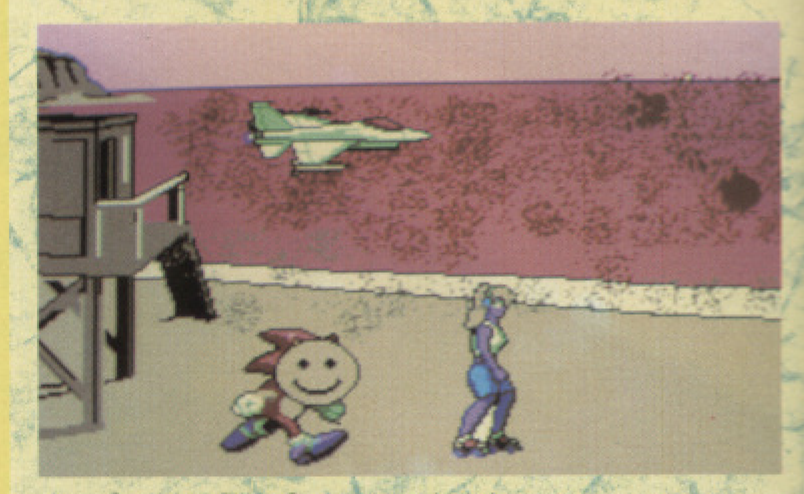
In an echo of his real-life struggles, Gary's work lays bare the dark conflict of his inner soul as humour, the ability to defend himself and his strong feelings of maternal protectiveness battle for supremacy.



Taking his sphere of influence from the Crewe Photo-Realists, Radion's incredibly accurate study of his home looks straightforward. Yet delve deeper and the sinister aspects of his personality are laid bare for all to see.



▲ *Sonic with a happy mask chases a girlie.*



▲ *And lo! The Sea turned red.*

COMMENT

JULIAN

While Art Alive is certainly a noble attempt at trying out something diverse and different on console, it's actually a completely pointless program. For a start you can't store your pictures on cartridge (a very stupid oversight indeed) and storing them on video is irritatingly tricky to set up and ultimately a waste of time - because the art program itself is complete rubbish. It lacks flexibility: the palette of 16 colours at once out of a possible 256 is pathetic, the on-screen tools are poor, the animation features are extremely limited and are a chore to use and generally the whole program is very fiddly and difficult to work with. The cursor is so large you can't judge where a line starts and its movement is awful - there's no inertia at all, meaning that it always moves in straight lines and drawing curves is next to impossible. The choice of brushes is dreadful, the spray can option useless and to cap it all, the program itself is really slow. To be honest, Art Alive is a waste of money. If you want to make computer pictures, get a computer and use your console to play games on - after all, that's exactly what it's designed for.

NO RATINGS? WHY?

Owing to the fact that Art Alive is not a game, we thought it would be grossly unfair to give it the usual MEAN MACHINES ratings, which were specifically created for the purpose of evaluating games. So, to discover what we really think of Art Alive, you're going to have to rely on the reviewers' comments alone.

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BATTLE

Despite their similarities to a certain number of hard-shelled amphibian assassins, life as a Battletoad couldn't be simpler. There are no crime-fighting japes for these dudes - just spend their time living it up on the cosmopolitan party planet of Lost Vega!

Due to her sorry penchant for destroying planets, the twisted Dark Queen is barred from visiting this veritable pleasure palace. In a fit of pique, the megalomaniacal monarch kidnaps the top toad Pimple and the toads' girlfriend Princess Anjelica. With these captives she plans to force our heroes into green slavery on her fortress planet. Her plan backfires when Rash and Zitz escape her clutches and launch their rescue bid, along with mentor Professor T Bird and their fabbo space ship, the Vulture.

Now it's up to Rash (and Zitz in two-player mode) to battle their way through the many platform levels of the Dark Queen's homeworld. Their aim is to reach the core containing the Dark Queen and the toads' captive companions. Many obstacles bar their way, from flying warthogs and giant laser-toting walker robots to seas of lava and mile-deep pits! Are they toad enough to pull it off or are they condemned to end their days being served up in a swanky French restaurant (**that's frogs you're thinking off you dozy nit - JAZ**)?

STILL FANCY YOUR CHANCES ?
COME TO ME NOW, IF YOU
DARE! HA - HA - HA - HA!

▲ *The Dark Queen's taunts get worse as the game progresses. However, should you reach the end of her dark domain, she'll do her best to lead to an early grave! Very nasty...*



◀ *Smack these creatures to kingdom come! You get 500 points for your efforts, you also get the chance to use their remains as weapons!*

▲ *Unable to reach the useful pipe, Rash is viciously slapped about by a flying meanie! A staple diet of flying kicks should be the order of the day here.*

TOAD IN THE HOLE

A later level sees the toads abseiling down an enormous pit. They move around the screen by swinging on the rope and dropping down or climbing it as they see fit. Enemies assail the gallant pond-dwellers from all sides, and the slimy green ones use all their rope-bound martial arts skills to combat them. New moves available here include sword fighting with razorbill beaks and using the wall on each side to boost off for a mega-slam!

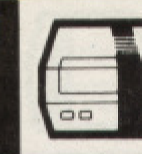
SCALED FURY OF THE NINJA

The webbed fists and feet of the Ninja toads are weapons to be feared. Few enemies can stand more than a few blows from these scaly appendages. Harder opponents are easily dispatched with the super move - a vastly inflated fist to the chops! The toads can also jump kick, charge and pick up shattered bits of robot, which they can throw at an opponent of their choosing.



▶ *The special move in attack! Pull this off and any meanie is splattered!*

MEGA GAME



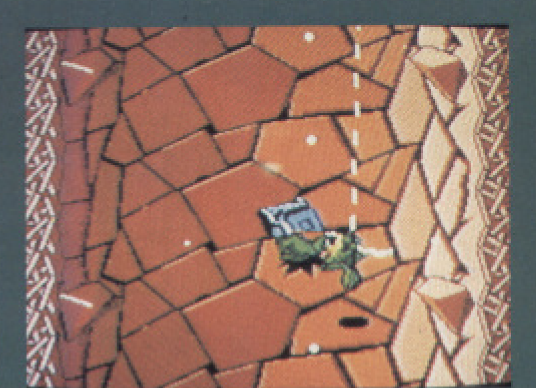


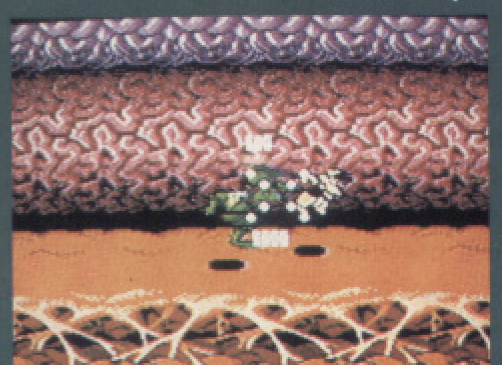
TOADS



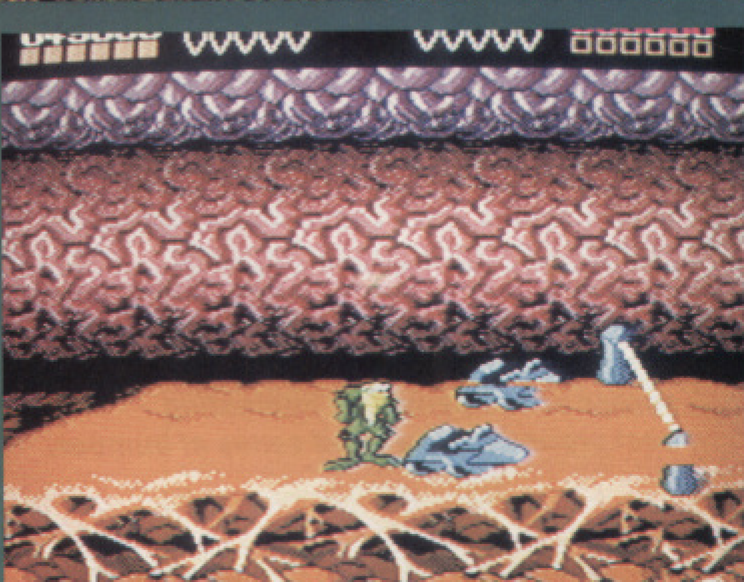
▲ Rash is surrounded! Perhaps if he can get to that weapon, he could deck his opponents.











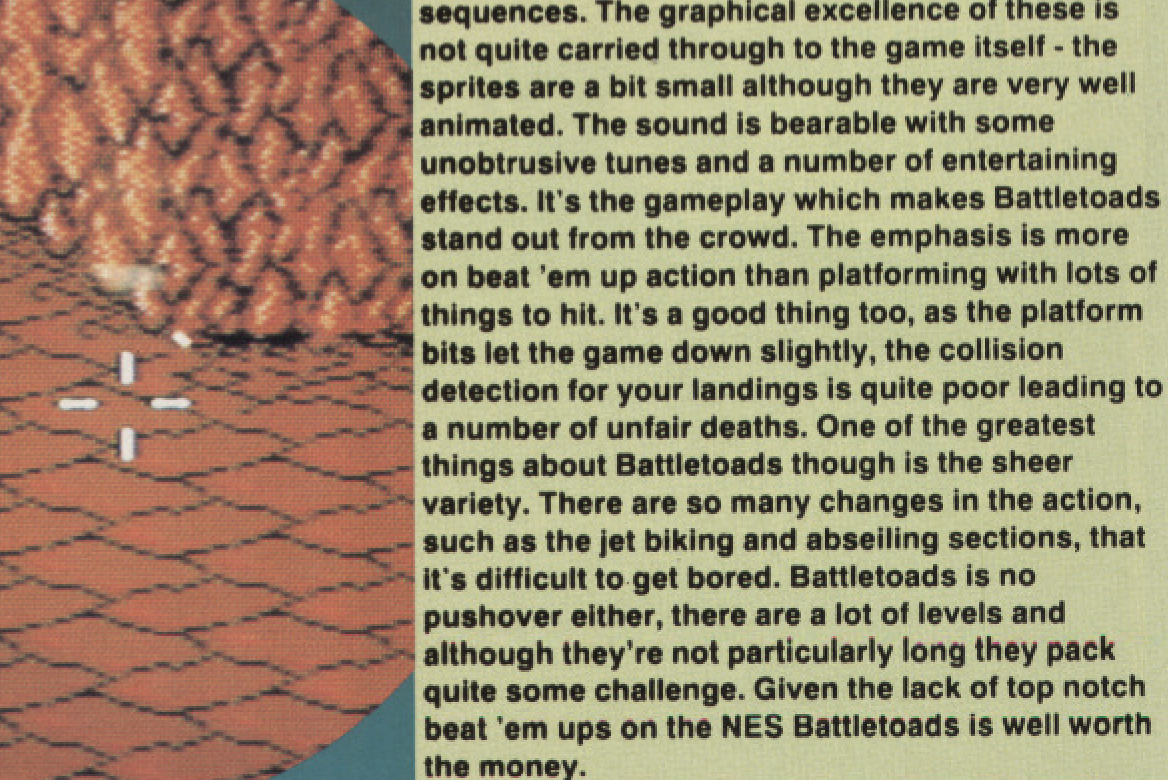
▲ In this bizarre underground domain, Rash discovers the essential jetbikes!

▼ Just like those other irritating amphibians, the Toads have a great line in California-style banter. Are they cool or what?



ROBOT SMASHING CAN BE FUN

Certain enemies require special techniques to defeat. For example, at the end of level one the toads face a giant robot equipped with huge laser cannons. The action then switches to a view from behind the sights of the enemy guns. Avoiding the barrage of laser fire is the order of the day, whilst at the same time picking up boulders and throwing them at the machine. Three hits and it explodes in a shower of spare parts.



COMMENT

RAD

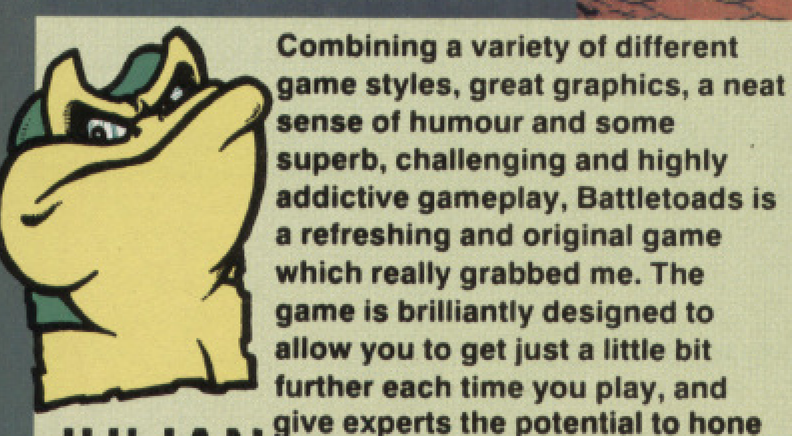
The prospect of another NES platform game wasn't exactly appealing, although the Gameboy title upon which this is based was fab. Still, one go of Battletoads was enough to allay our fears. Although Battletoads has a lot in common with a number of other games, it seems to have borrowed the best elements of each. The presentation is great, with long cartoon-style intermissions and attract sequences. The graphical excellence of these is not quite carried through to the game itself - the sprites are a bit small although they are very well animated. The sound is bearable with some unobtrusive tunes and a number of entertaining effects. It's the gameplay which makes Battletoads stand out from the crowd. The emphasis is more on beat 'em up action than platforming with lots of things to hit. It's a good thing too, as the platform bits let the game down slightly, the collision detection for your landings is quite poor leading to a number of unfair deaths. One of the greatest things about Battletoads though is the sheer variety. There are so many changes in the action, such as the jet biking and abseiling sections, that it's difficult to get bored. Battletoads is no pushover either, there are a lot of levels and although they're not particularly long they pack quite some challenge. Given the lack of top notch beat 'em ups on the NES Battletoads is well worth the money.

▼ *This is the view from the enemy gun turret. Guide Rash and pick up loads of stones. Chuck these at the turret.*





COMMENT



JULIAN

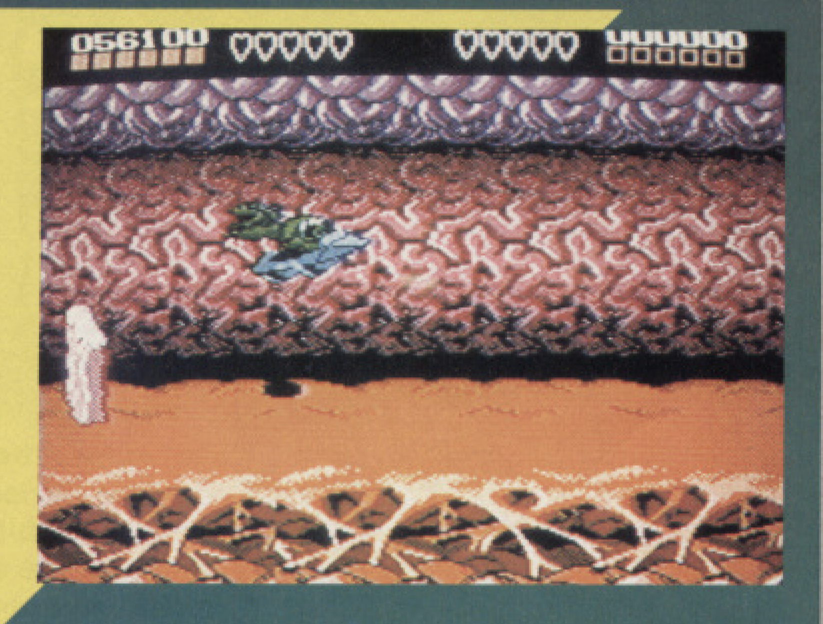
Combining a variety of different game styles, great graphics, a neat sense of humour and some superb, challenging and highly addictive gameplay, Battletoads is a refreshing and original game which really grabbed me. The game is brilliantly designed to allow you to get just a little bit further each time you play, and give experts the potential to hone their skills and rack up enormous amount of bonus points. It's this aspect that kept me coming back constantly, even after I'd finished the game! Battletoads is definitely one of the best Nintendo games I've played for quite a while and shouldn't be missed under any circumstances.

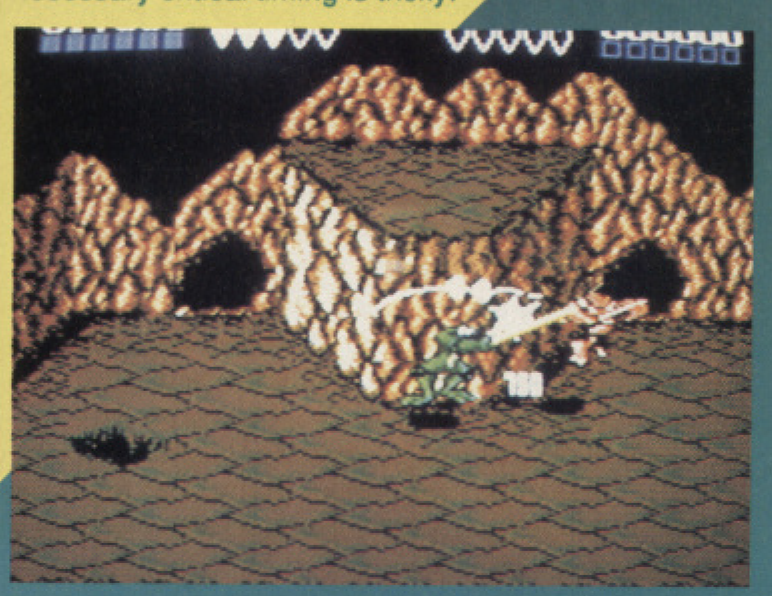


▲ *Plenty of tonguing action here as Rash gobbles up some tasty flies. These provide extra energy.*

JET JAPES

Although toads are more commonly known to get around by use of large jumps the Battletoads have a better idea. At certain points during the game they stumble across enemy jet bikers. Clobber these and steal their transport and many speed-related pranks are yours for the taking. Look out for walls barring your way as it takes the extraordinary jumping abilities of the bikes to clear them and at high speed the necessary critical timing is tricky.





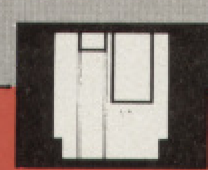
ARCADE TOADS

Battletoads is so popular in America that an arcade machine is being produced! The company behind the game is Leland, the creators of Ivan "Ironman" Stewart's Super Off-Road. Leland are incorporating the same gameplay and levels as the NES game, but are obviously going to use better graphics and sound. Just like Super Off-Road, coin-op Battletoads boasts simultaneous three-player shenanigans.



BY: TRADEWEST
PRICE: £39.99
RELEASE DATE: MAY
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: SKILL







PRESENTATION 90%

Two-player option, lengthy cartoon intermissions and a great attract sequence.

GRAPHICS 91%

Small but colourful and well animated sprites accompanied by interesting backgrounds and a good sense of humour.

SOUND 87%

The tunes don't interrupt things, although they don't add a lot to the atmosphere, and the effects are pretty good.

PLAYABILITY 94%

Fast and addictive. The action doesn't let up and it's a lot of fun to play.

LASTABILITY 92%

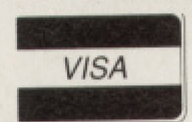
The levels aren't tremendously long, but they're not easy and they're all varied enough to stop you getting bored.

OVERALL 93%

Battletoads is a highly enjoyable and hugely varied game which is well deserving of a place in anyone's collection.

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SPIRITS

Earth is in trouble! An alien space craft of vast proportions has somehow managed to completely deactivate the Earth Defence Net and launch a massive attack on the major population centres of the world. Unable to retaliate, the leaders of each nation watch as the aliens build their own command centres and begin to take over the world! Meeting at an underground location, the leaders decide that only a small, one or two-man task force could successfully breach the aliens' defences and in a blaze of photon annihilation, send them back from whence they came.

You (and your chum in two-player mode) are charged with the task of tackling the enemy forces. This occurs over a series of overhead and side-on shoot 'em up scenarios, collecting new weapons, driving armoured transports, and blowing up anything vaguely alien-looking.

But during their short-lived occupation of the Earth, the aliens haven't been idle. Using their strange and extraordinary skills, they've managed to deposit a lethal alien at the end of each level. They've been trained to absorb many hits before their eventual demise, and even their looks have been distorted to make ordinary humans cringe in fear and soil their trousers with primal terror.

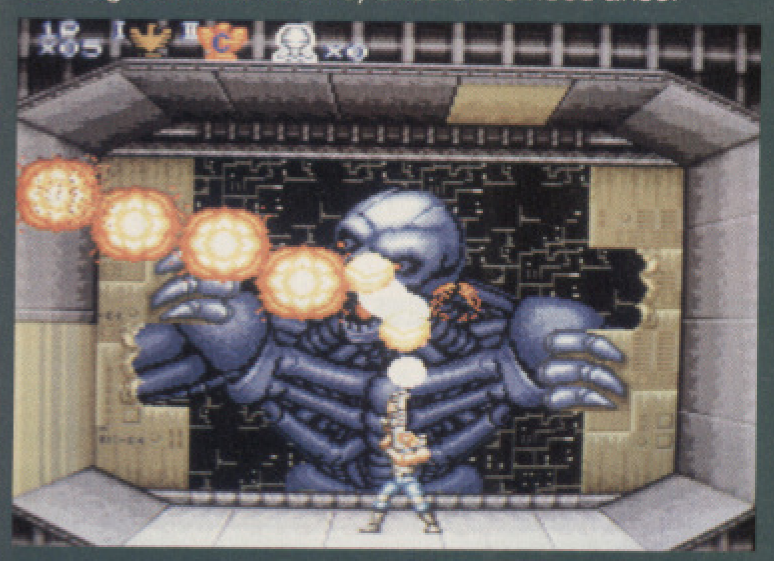
Against such phenomenal odds, do you still reckon yourself hard enough to get the job done? Or will the only job done be the one in your undies.



▲ *This tank is one mean piece of kit!*

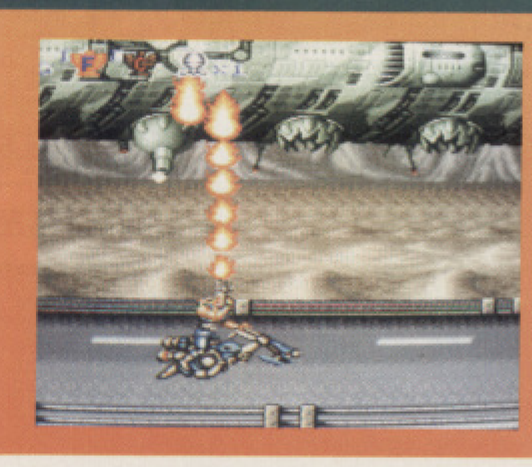
SIDE-ON SLAUGHTER

The majority of the game is played on a side-on, horizontally scrolling backdrop, very similar to Gryzor in the arcades. Our boys have eight-way shooting abilities along with a useful jumping skill. They even cling to walls Spider-Man fashion (and continue blasting at the same time) should the need arise.

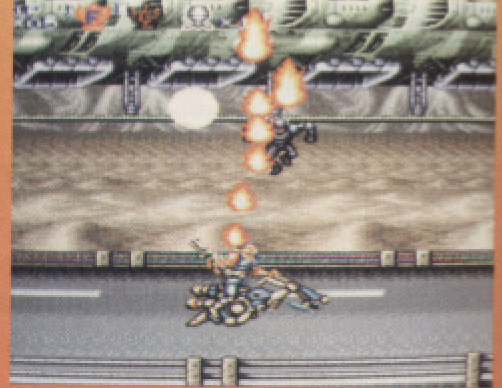


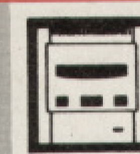
FLAMING HELL

Using his trusty flame thrower, the Contra blows away the many weapons attached to the underside of the massive battle cruiser. Legions of enemy sprites make the task a lot more difficult. The more damage inflicted, the more resistance the Contra faces.











IMPRESSIVE WEAPONS

Your Contra bloke is a dab hand at dealing with all sorts of heavy duty hardware, which is just as well really, considering what sort of firearms are available in Contra Spirits.



FLAME: This doesn't fire very far, but its power is impressive.



HOMING MISSILES: This weapon shoots off powerful homing warheads!



LASER: Its power and range are without doubt, but it does need time to recharge.

Many thanks go to Advanced Console Entertainment of London for lending us the review cartridge of Contra Spirits. Should you wish to learn more about the game, call them on 071 383 0480.

OVERHEAD SPINNING

Some of the levels are played out with an overhead viewpoint. However, rather than rotating the main sprite, the Super NES' custom chips actually rotate the background, as seen in games like Metal Hawk and Assault in the arcades. The L and R buttons control the rotation of the backdrop, whilst the normal controls move the Contra about. The actual aim of this section is just to blow away the specified targets and then head for the boss for the end-of-level confrontation!



COMMENT



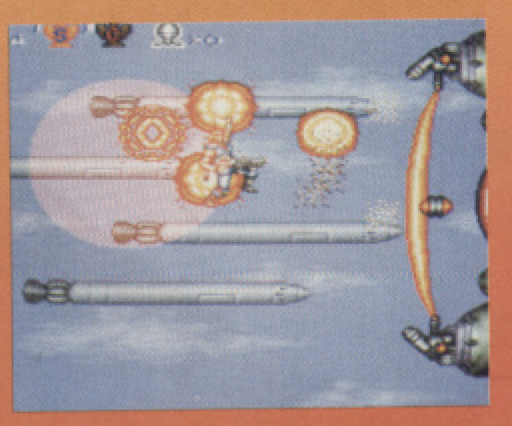
JULIAN

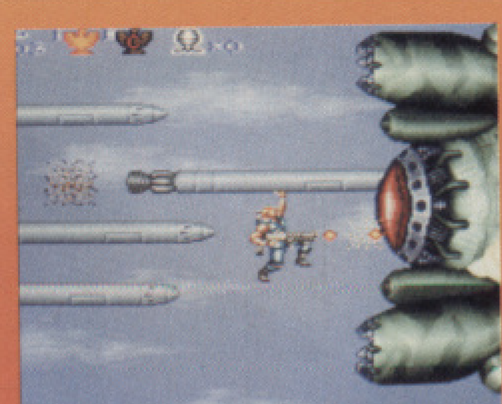
Anyone who doubts the abilities of the Super NES should take a look at this - it's unbelievable! The graphics, sounds, special effects and varied, highly addictive gameplay are all absolutely outstanding and make for one of the greatest shoot 'em ups yet seen. In fact it's so good it puts most of the coin-ops I've played recently to shame!! The sideways scrolling bits are all action-packed with tons going on, and the overhead sections are like a mega version of Crackdown. The game is very, very challenging, especially when you play it on your own, and the final guardian is nigh on impossible to dispatch until you learn his special attack patterns. Contra Spirits is a superlative game and Super NES owners shouldn't miss it under any circumstances.

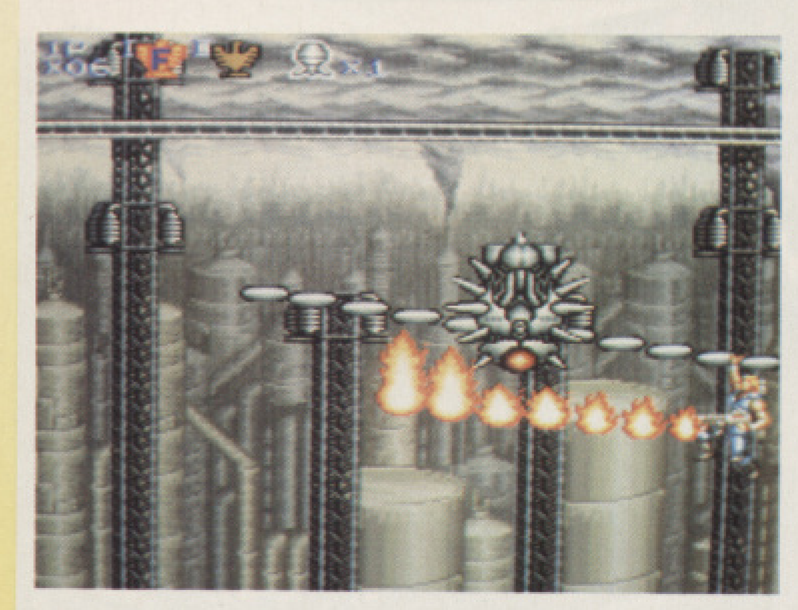
TO THE SKIES!

The battle cruiser reaches escape velocity! The Contra follows by jumping on to passing cruise missiles, fired by a friendly craft. Destroy the cruiser's two shield generators and then aim for the red target! Many hits are required before the battle cruiser explodes.









TWO-PLAYER HIGH JINKS

Two players can participate in Contra Spirits for some simultaneous blasting shenanigans. There are two options that change how you play the overhead section of the game.



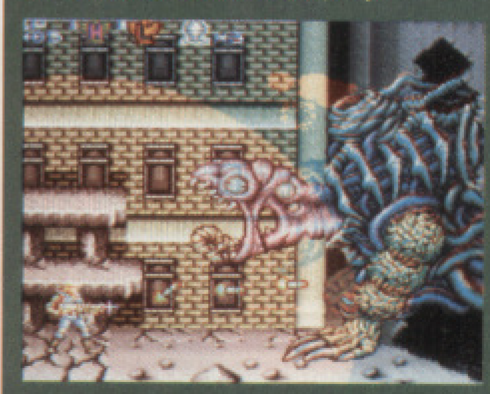
▲ *This is the final boss in his first form. In the end, even his brain pops out and attacks you!*



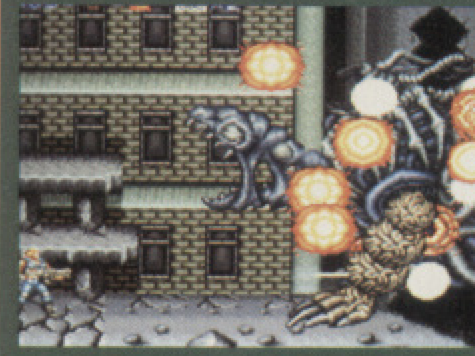


THE BOSS

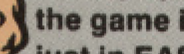
Each stage is guarded by a massive end-of-level boss! Here, the Contra takes on level one's guardian. A smart bomb is unleashed, and then the Contra finishes the beast by continually blasting at its heart. Note the enormous firework display!







COMMENT



RICH

Wow! Contra Spirits grabs you immediately with its ultra-violent gameplay. Literally thousands of enemy sprites bite the dust before the game is complete, and that's just in EASY mode! The graphics are spectacular. Konami have incorporated every Super NES graphics trick in the book, and added plenty of new ones too! I defy you not to be impressed by the overhead rotational levels - they're just jaw-droppingly amazing. The sound is awesome too, with atmospheric scores that almost rival Actraiser in their brilliance. It's a shame that the effects are just so loud, as they tend to drown out the music. Other than that, you just can't fault Contra Spirits. Basically, what we have here is ultra-addictive, arcade quality blasting action - with simultaneous two-player action thrown into the bargain! Once again, Konami have produced a product that simply MUST be purchased!

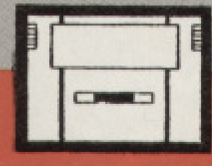
CONTRA 魂斗羅スピリッツ ™

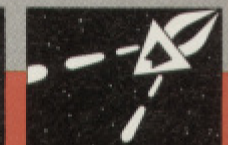
1 PLAYER
2 PLAYERS A
2 PLAYERS B
OPTION

© 1992 KONAMI

BY: KONAMI
PRICE: £45.00
RELEASE DATE: IMPORT
GAME DIFFICULTY: MEDIUM
LIVES: 2-7
CONTINUES: INFINITE
SKILL LEVELS: 3
RESPONSIVENESS: EXCELLENT

1-2 PLAYERS





PRESENTATION 87%

A good range of options including one or two-player games, and some great presentation screens.

GRAPHICS 95%

Amazing graphical effects are the icing on a cake that consists of brilliant sprites and superb backdrops.

SOUND 90%

The effects are great (just a bit loud!) and the background music is stunningly atmospheric.

PLAYABILITY 96%

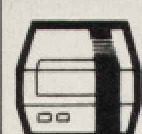
Contra Spirits boasts fast, super-smooth arcade action that doesn't slow down very often at all.

LASTABILITY 93%

...and although you might complete the game in EASY mode, there's still more to be discovered on the higher difficulty levels.

OVERALL 95%

Contra Spirits currently ranks as the greatest 16-bit shoot 'em up available!

ROAD FIGHTER

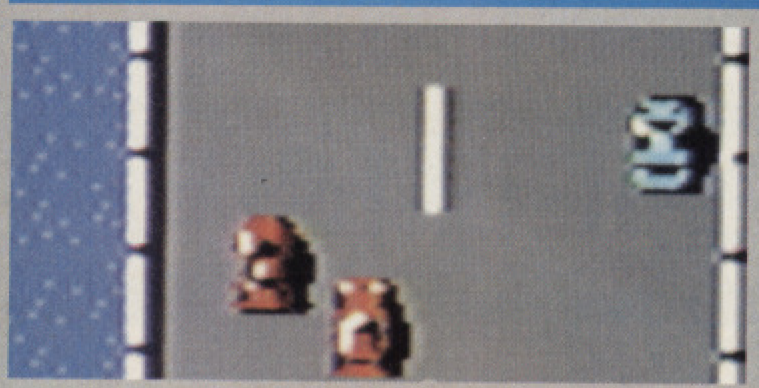
If you asked most people what their idea of a steady job was, you'd be likely to hear answers such as "working in a bank" or "being an accountant". Not so the dangerous road racers of the world. Their idea of a steady job is racing their fast cars all around the freeways of the world in a rather dangerous fashion. The winners get a fat pile o' cash, and the losers get horribly mangled as they crash into road barriers, off cliffs and into each other.

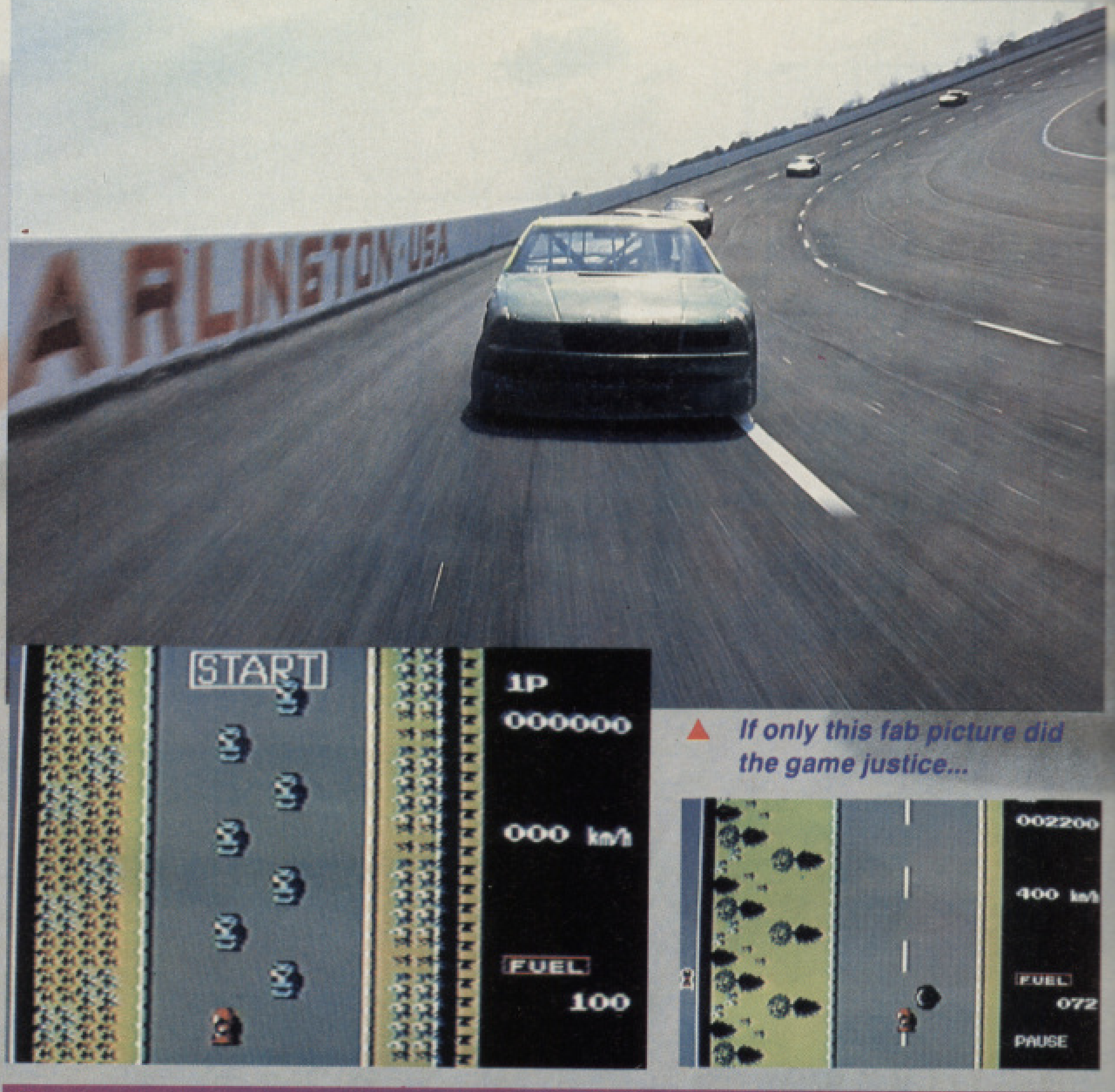
If this is the sort of thing which appeals to you, Road Fighter is your chance to put yourself in the hot seat and take on the best racers around in a horizontally scrolling viewed-from-above drive 'em up. To win each race you must cross the finishing line before your meagre amount of fuel runs out, dodging oil slicks, other cars and incidental traffic such as huge lorries. Many tortuous courses await your vehicle. Win them all and a fortune is yours.

COMMENT



Although I was warned that Road Fighter was bad, I wasn't quite prepared for the grotesque malformation of a game that assaulted my senses. Right from the cheap title screen and lack of options, Road Fighter just screams "low quality". Press the accelerate button and the speedo leaps up to several hundred kph, but your car doesn't move until the other racers are out of sight. The fuel allowance is h[illegible]dously imbalanced - you're not given enough fuel to complete the race to start with. The opposition are another flaw of Road Fighter. Half of them don't move at all, and the other half almost teleport into you as soon as they sense your presence, sending your car spinning off the road. Likewise, the hazards (namely poorly-defined oil spills) are similarly unavoidable and tend to bring about a certain death without exception. Perhaps this would be more tolerable if your fuel didn't keep counting down even when you're stationary. Control of the car is totally unrealistic, you seem to be on castors or some kind of four-wheel steering, as you car doesn't turn, it just slides across the road. Speaking of which, the courses must be the most feeble ever. Each track features about three shallow bends which a blind person could negotiate with their hands behind their back. Road Fighter is a game which induces sheer hatred within minutes of play. I know it's easy to put the boot in, but Road Fighter really does justify it.



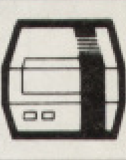


▲ *If only this fab picture did the game justice...*

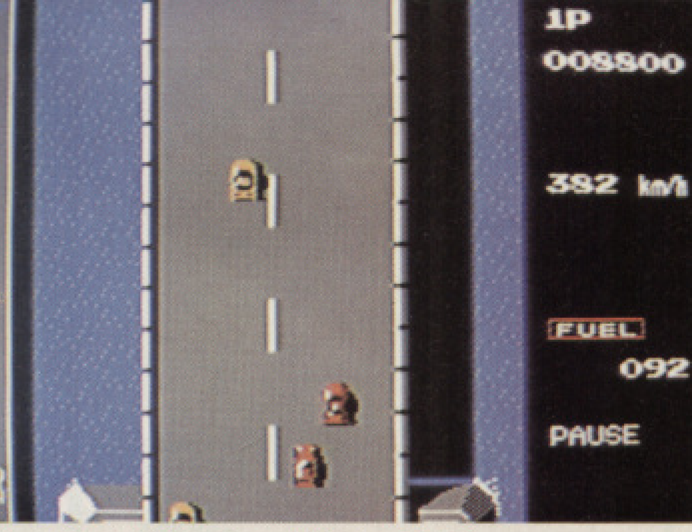
RANDOM FUEL AHOY!

Your car also has an interesting fuel consumption system. The engine burns fuel at almost the same rate whatever speed you are travelling at. This would probably be very handy if you were an ordinary motorway driver, but it means you have to get your skates on if you want to cross that line without drying your tank. Luckily, gaudily coloured fuel cars appear at random occasions in the race. These dish out an equally random amount of fuel, but it can mean life or death in tight situations.









▲ *Wow! Check out that action!*

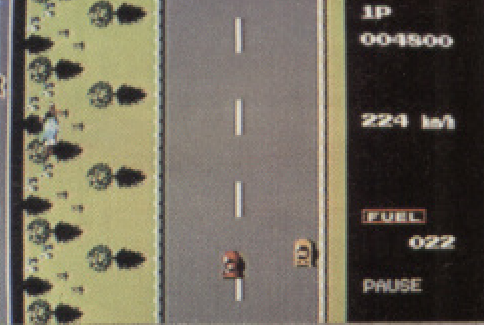




IS IT A BIRD?

Driving this powerful car you may think you're the fastest thing around. But think on, matey. Superman himself appears from time to time, doling out a thousand points every time he reaches the top of the screen! What a hero! But hang on, if these races are so illegal, why doesn't he stop everyone and have them arrested?

THE COURSE OF COURSE

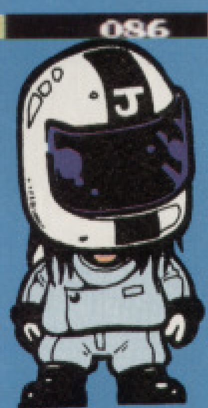


The nail-biting tension of whether or not you'll make it to the finish can be tempered by a single glance at the course meter. Although this doesn't actually show the course itself, it does mark your progress along the road. This allows you to see how long it's going to be before you reach that chequered line conveniently painted in the middle of the road.

GEAR JAPES

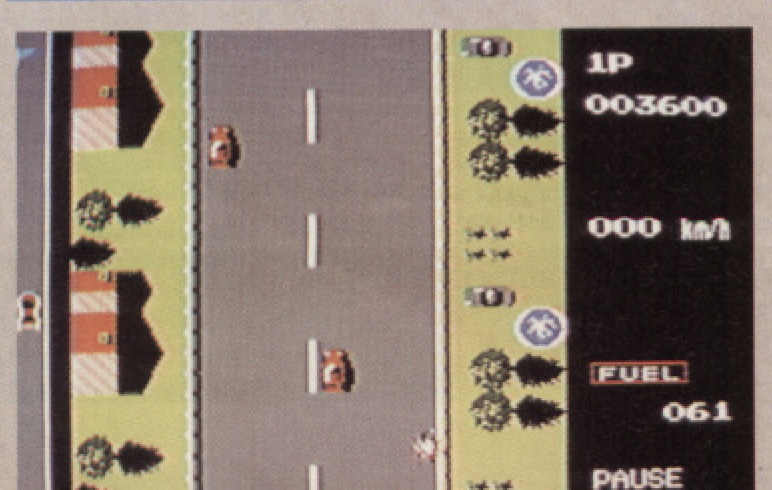
Being a top racing man, you are of course in command of a top racing car. Not only has it got rear seatbelts and a tinted sunroof, but it also has a selection of two different gears! First gear powers you up to a piffling two hundred-odd km/h, whilst the top gear pushes your automobile to almost unheard of speeds of over four hundred km/h! So you don't get them confused! First gear (good acceleration to mid speed) is accessed with button B, and A is used for second gear (mad turbo speed).

COMMENT



JULIAN

Appalling, ruinous, awful, dire, hideous, tragic, frightful and ghastly are just some of the words you could use to accurately describe this festering catastrophe of a shambling mockery of a sick parody of a game cartridge. I quite honestly haven't seen a game so fantastically bad for many, many years, and the only ones I recollect being as disgustingly rubbish as this were old computer budget games that cost £1.99 each. This pustulent title costs ten times more! What's wrong with it? Well, apart from the game being unbelievably simple - there were better and more complex race games than this on the VCS in 1979 - it's also very badly designed and incredibly frustrating. The fuel limit is extremely tight, and one mistake is all you need to bring up the game over message! This is irksome enough on the early levels, but later on it's so annoying it makes you want to smash the cartridge up with anger! Heaping several more generous helpings of irritation is a totally rubbish control method. There's no inertia on the car, the brakes are hopeless and unless you've got astonishingly amazing mega-reflexes, it's almost impossible to avoid crashing into a blue car if it's on your side of the road when it comes onto the screen. Even if you remove the gameplay, there are no redeeming features. As you can see from the screenshots, the graphics are a woeful joke, with infantile sprites, brain-dead backdrops and no animation on the cars. And if you think it looks bad, wait until you hear the sad, booming cacophony of naff effects and chronic, wheezing, inept tunes. Ugh! It's definitely Black Armband day for Nintendo owners everywhere.



PALCOM™ SOFTWARE

ROAD FIGHTER™

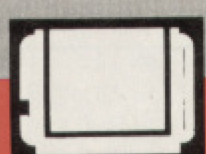
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KONAMI CO.,LTD.
LICENSED BY NINTENDO
PALCOM SOFTWARE IS
A TRADEMARK OF
PALCOM SOFTWARE LIMITED.

BY: PALCOM

PRICE: £19.99

RELEASE DATE: MAY
GAME DIFFICULTY: HARD
LIVES: 1
CONTINUES: 0
SKILL LEVELS: 2
RESPONSIVENESS: SLUGGISH







PRESENTATION 51%

Crap title screen, no options, but two skill levels to challenge you.

GRAPHICS 19%

Small, feeble sprites, sad backgrounds and drab colours make Road Fighter a visual corpse.

SOUND 12%

A dreadful drone simulates a throbbing engine and there's little else besides.

PLAYABILITY 10%

Frustrating controls, an amazingly tight fuel limit and totally naff gameplay causes hatred within minutes...

LASTABILITY 9%

...and that sheer annoyance and frustration coupled with the shallow and completely unrewarding gameplay results in this being binned almost immediately.

OVERALL 9%

Utterly dreadful graphics, sound and gameplay make this the worst console game yet seen!

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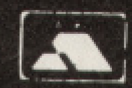


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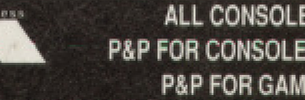
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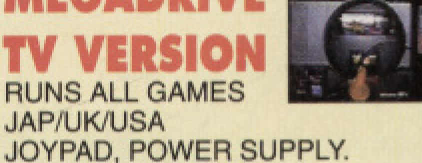
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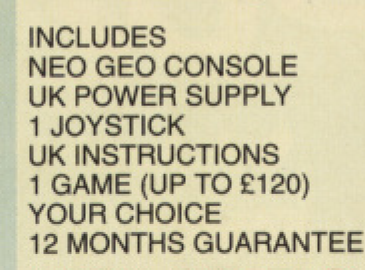
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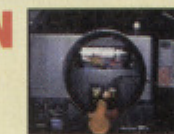


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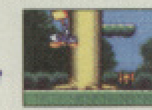


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▲ Monster Island frolics.

▲ Ooh! It's a rainbow!

RAINBOW ISLANDS

Bub and Bob are heroes! After rescuing their girlfriends from the evil clutches of The Boss o. Shadow in Bubble Bobble, the lads returned to their home town in the Rainbow Islands and as the Japanese scenario puts it, got "Super-Drunk". The aftermath wasn't a near-fatal hangover as we might expect, but now the bubble blowing dinosaurs have changed back into human form.

But the lads' celebrations are short-lived. The evil Boss of Shadow has returned to enslave the Rainbow Islands and

their inhabitants, and not only are our heroes trapped amongst this carnage but the Islands are sinking as well! But there is one hope. If seven huge crystals are collected the Rainbow Islands and their inhabitants will return to normal, and why not give that Boss of Shadow something to think about at the same time?

Our heroes have one cunning trick up their sleeves. Their parents gave them the magic of the Rainbow, which generally means they can sling rainbows anywhere they want and jolly useful they are too. But the Boss of Shadow has to be stopped - and quick, so it's a case of scaling all four vertically scrolling levels of all seven islands, dealing rainbow death to any minions or end-of-island guardians that stand in the way.

MEGADRIVE OVER THE RAINBOW



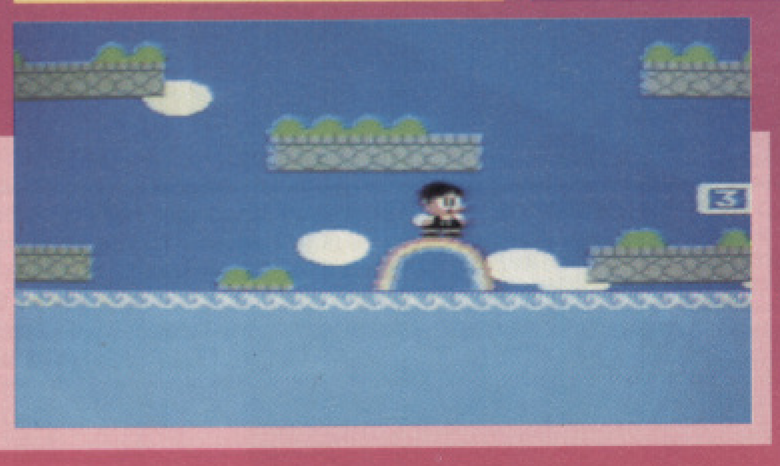
A superb version of Rainbow Islands is also available on the Megadrive - but sadly on import only. It features two versions of the game on one cartridge - the first a perfect version of the arcade original and the second a souped-up tougher version. If you're interested in getting hold of the game, ring your local import specialist for more details.



▲ Rainbow staircase japery.

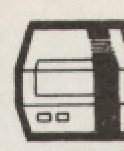
GET A MOVE ON!

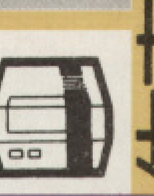
The pressure's on in this game! As soon as you start a screen, the water level slowly begins to rise, forcing you to move steadily up the screen to avoid a watery death. If you're doing well you also have to take care not to make a mistake and fall too far otherwise it'll be more drowning hilarity and hi-jinks!





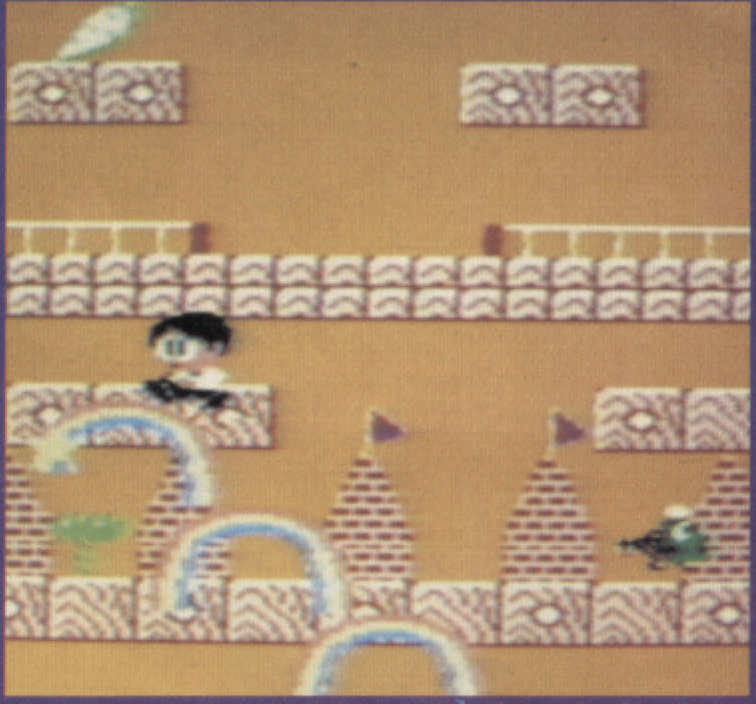
▲ Here's our hero. Hurrah!







▲ *Trucks abound on Combat Island.*



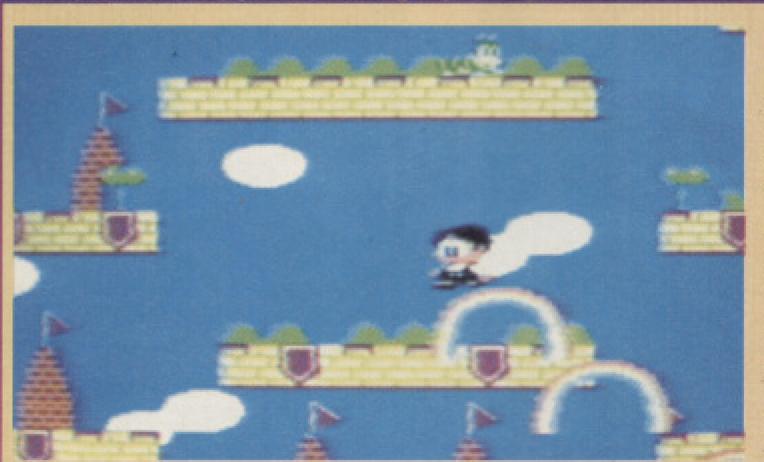
▲ *Despite their cutesome appearance, Combat Island choppers are highly dangerous.*



▲ *Here's level one's guardian - a bouncy spider of doom!*



▲ *Many top lemon and flower frolics here on Monster Island.*

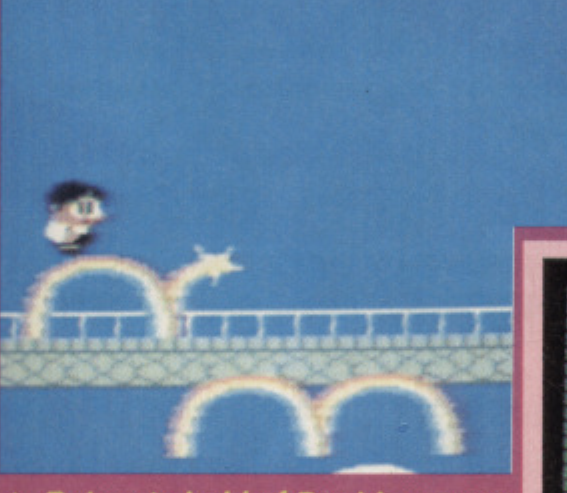


POTS O' POWER-UPS

There are a huge amount of power-ups on offer in Rainbow Islands. Red pots are collected to give Bub an extra rainbow to fire (up to three can be collected), whilst yellow pots speed up the rate at which rainbows can be created. Training shoes generally speed the lucky hero up a tad - just the business for avoiding some of the Boss of Shadow's more evil minions. Shields and various other "cutey" power-ups (like fairies) are also available as you progress through the game.

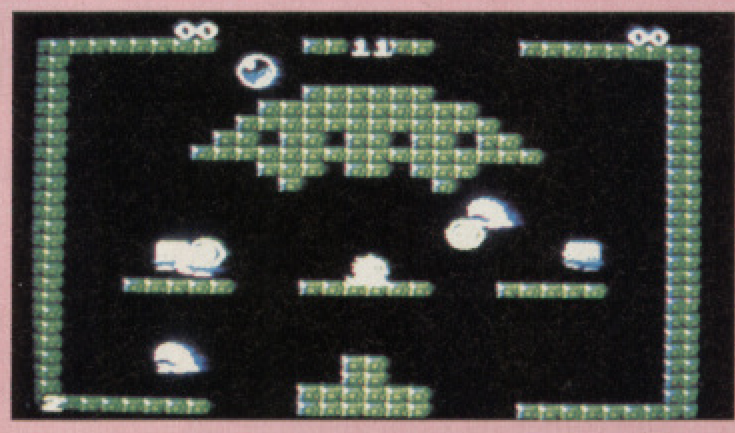






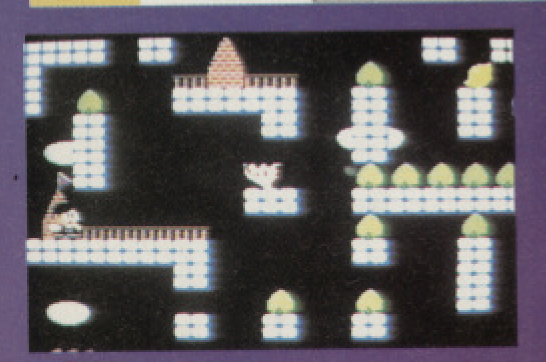
▲ *Bub gets hold of Double power.*





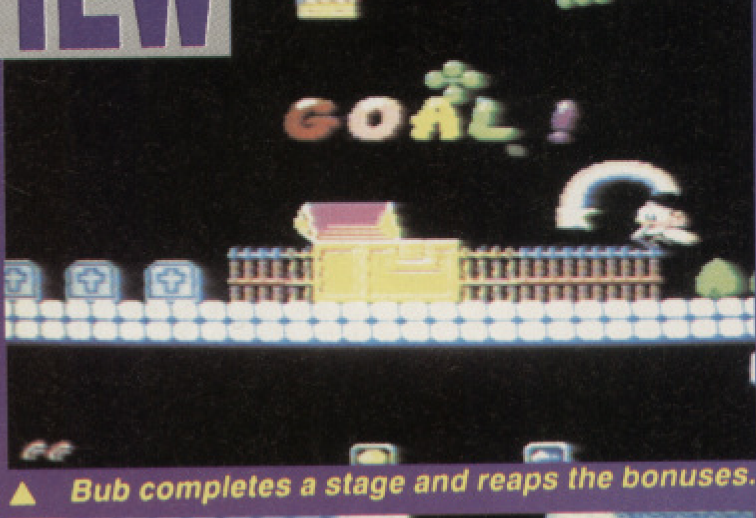
BUBBLE BOBBLE BRILLIANCE

Rainbow Island's predecessor, Bubble Bobble, is available on the Gameboy, NES and Master System. All are superb versions of the arcade classic and feature one or simultaneous two-player action as the participants guide bubble-blowing dinosaurs through 100 levels of wild 'n' wacky action. If you're after an original and highly entertaining platform game, this is well worth hunting down.

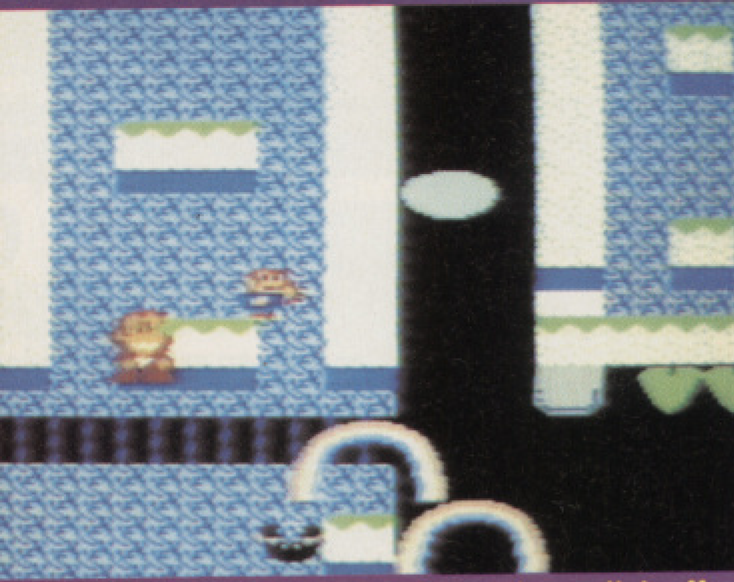




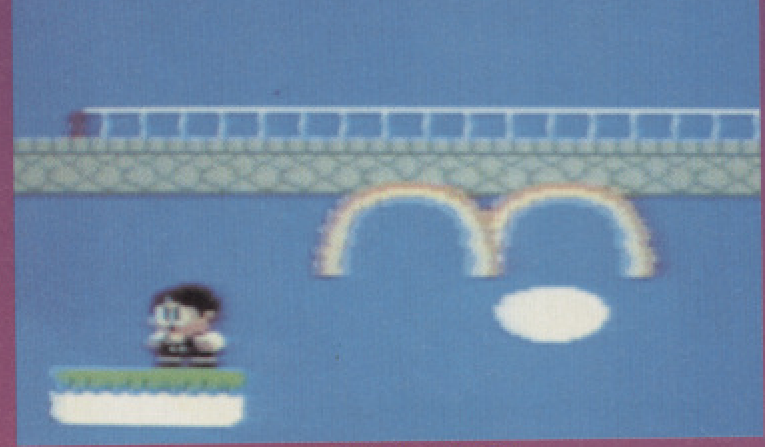




▲ *Bub completes a stage and reaps the bonuses.*

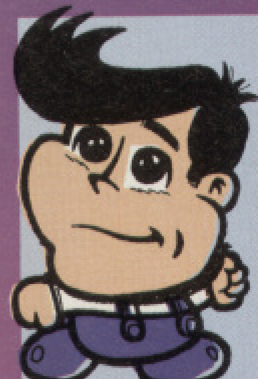


▲ *Those darned mini-Frankensteins polish off Bub.*



▲ *Only one more platform to go...*

COMMENT



RICH

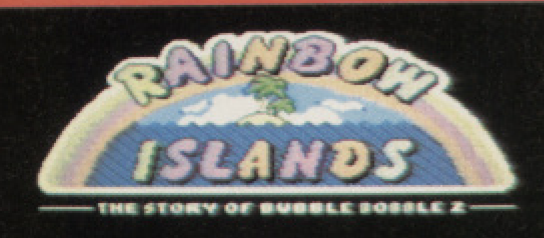
I'm one of the biggest Rainbow Islands fans in the cosmos and expected great things of this conversion. Rather unfortunately, I was very disappointed with this lacking effort. As you can tell from the screenshots, it *looks* like the arcade machine, but there are a number of highly irritating factors that combine to make the game very annoying to play. First of all, the collision detection is awfully odd. Sometimes you just don't climb the rainbows when you should. Other times your rainbows don't kill the enemy sprites on contact. Another irritating aspect of the game is the speed, or rather the lack of it. The smooth, fast gameplay of the original has been replaced with plodding, unresponsive action that soon grows quite boring. Just about every other version of Rainbow Islands I've played is great, but even fans of the coin-op will feel let down by this - I know I was

COMMENT



RAD

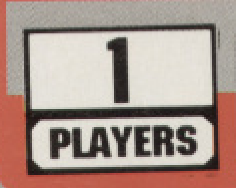
I was really looking forward to Rainbow Islands, but sadly my expectations were dashed once I started to play. The graphics are quite poor and there's a lack of the bright colours which gave the arcade game its unique style. The sound is particularly bad, with only a couple of effects which start to give you a headache after about three minutes. Even worse is the gameplay. The collision detection is laughably inaccurate and accounts for many an unjust and frustrating death. Not only this, but the controls are also unresponsive, leaving you plummeting to your doom because you couldn't walk up a newly-formed rainbow. Even Rainbow Islands fanatics will tire of this after a few plays.

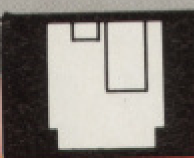


BY: OCEAN

PRICE: £34.99

RELEASE DATE: MAY
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: PLODDING







PRESENTATION 70%

A very boring intro sequence and nothing else very exciting to speak of presentation-wise.

GRAPHICS 73%

Although the graphics are quite faithful to the coin-op's, the colour isn't half as vibrant.

SOUND 49%

The cute tunes of the arcade machine have been replaced by depressing, booming efforts. The sound effects are okay though.

PLAYABILITY 72%

Easy to get into, but the controls are slow and unresponsive and the collision detection is very dodgy.

LASTABILITY 65%

All of the coin-op levels are included, but the game is so annoying to play, you won't want to stay the distance.

OVERALL 67%

A potentially great conversion is let down by plodding gameplay, annoying controls and dodgy collision detection.

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WIN

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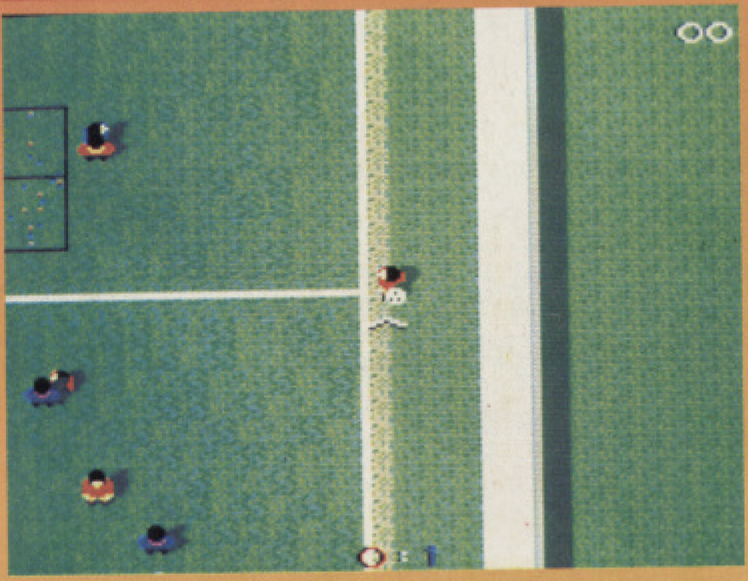


It's the game that made a small software house called Anco an overnight sensation! It's the game that has been hailed as the greatest sports simulation of all time! It's appeared on virtually every system known to man, and has now finally arrived on the Nintendo!

As the name and the screenshots suggest, Kick Off is a football game. But what you can't see is that Kick Off has a different control system to any other football game. In normal soccer games, the ball "sticks" to the foot of the player in possession, but with Kick Off the ball has to be successfully manipulated by dribbling, trapping and shooting - just like real life.

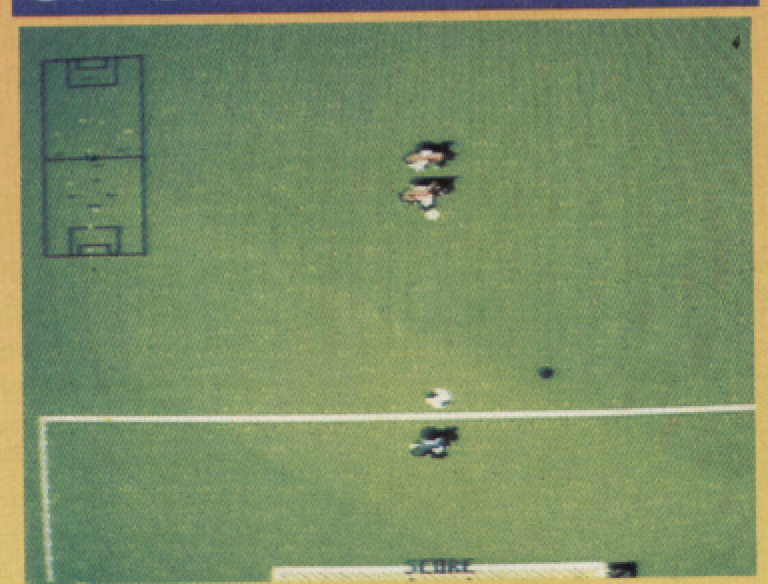
Just about every single rule of soccer has been programmed into Kick Off, including offsides, fouls, penalties and sendings-off!

MASTER SYSTEM SUPER KICK OFF



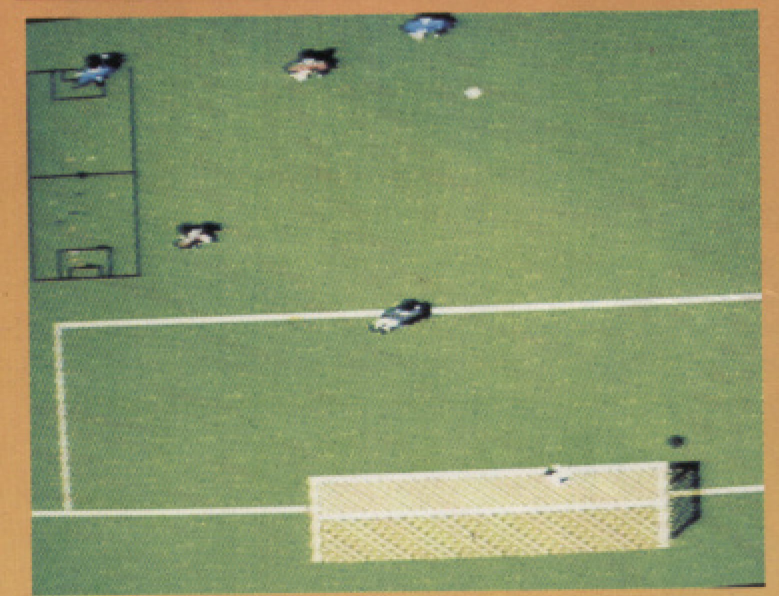
US Gold's superb Master System version of Kick Off was reviewed in Issue 14 and scored a massive 96%. It's the finest sports simulation yet seen on the machine, offering plenty of challenge and addiction for a single player, and sensational action in two-player mode.

OFFSIDE AND MARKING



Two features not seen in previous versions of Kick Off are offside and marking. The first stops goalhanging and also thwarts any attempts at a Wimbledon-style up 'n' under attack. The second gives you the chance to mark two of your opponent's players.

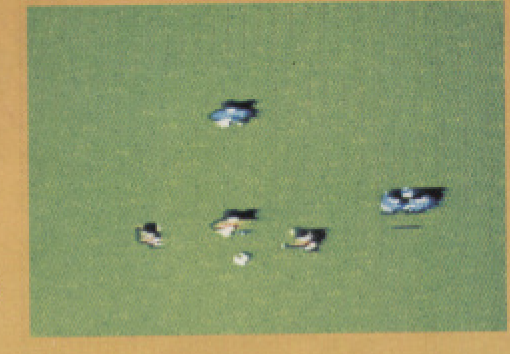
DO YOU WANNA TOUCH

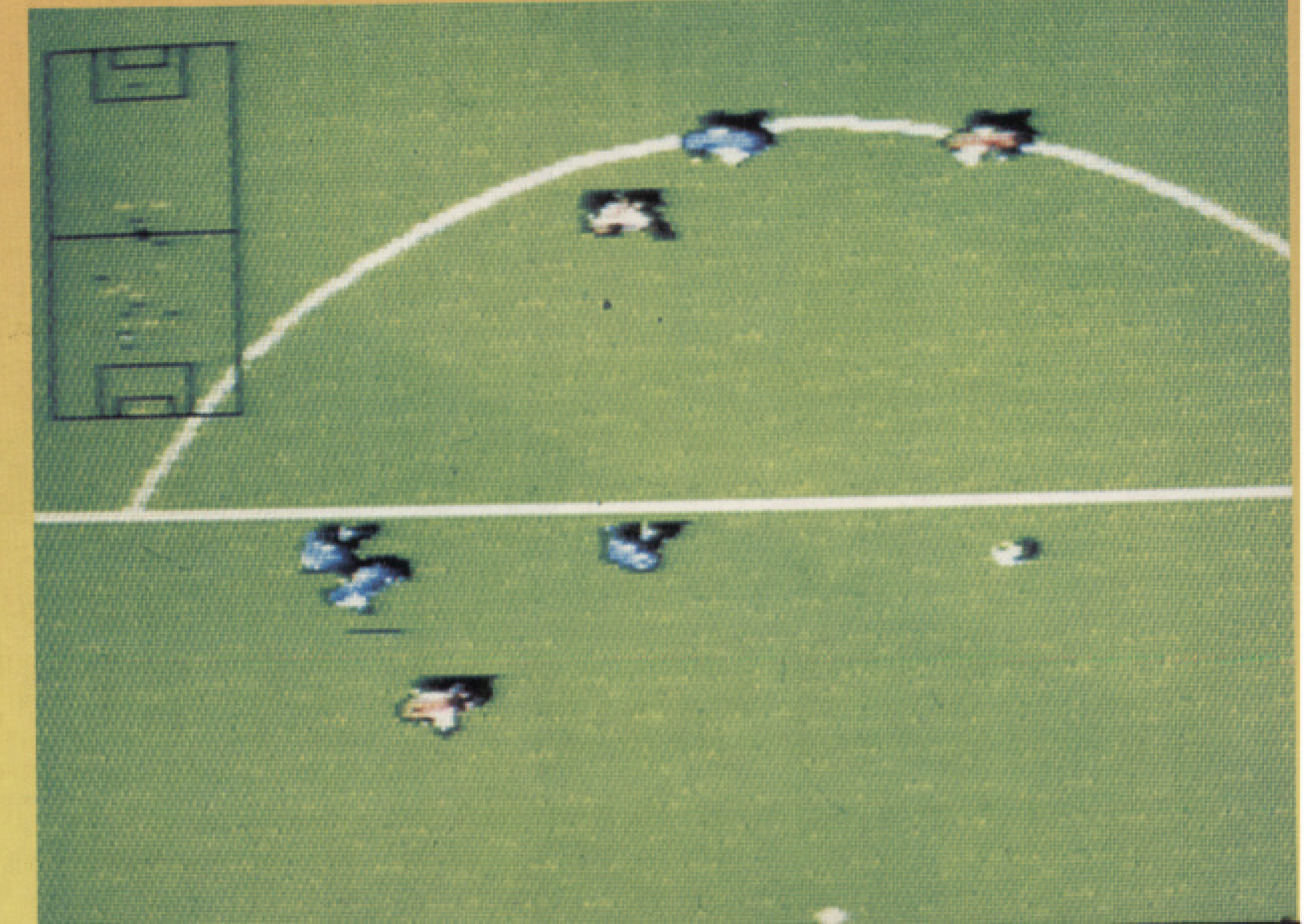


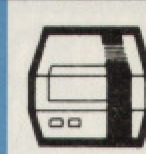
At the beginning of a match the players have the choice of selecting after touch. If this option isn't taken, the players kick the ball in a straight line. Selecting the option allows the player to bend the ball by moving the joypad left or right just after the kick has taken place - ideal for passing the ball around defenders and even beating the keeper!

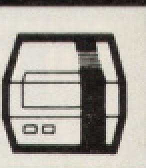
TAKING THE PITCH

Football is played on a wide variety of surfaces, and Kick Off reflects that. As well as a normal dry pitch you can opt to try out your skills on the now-outlawed strength-sapping high-bouncing artificial surface, play in the wet for increased ball travel, or attempt the soggy pitch and watch your players slide about and make complete baboons of themselves.





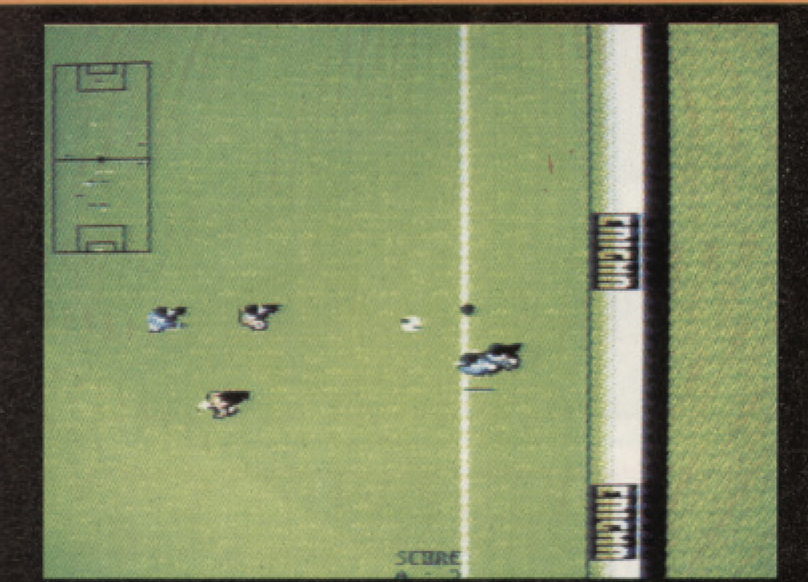


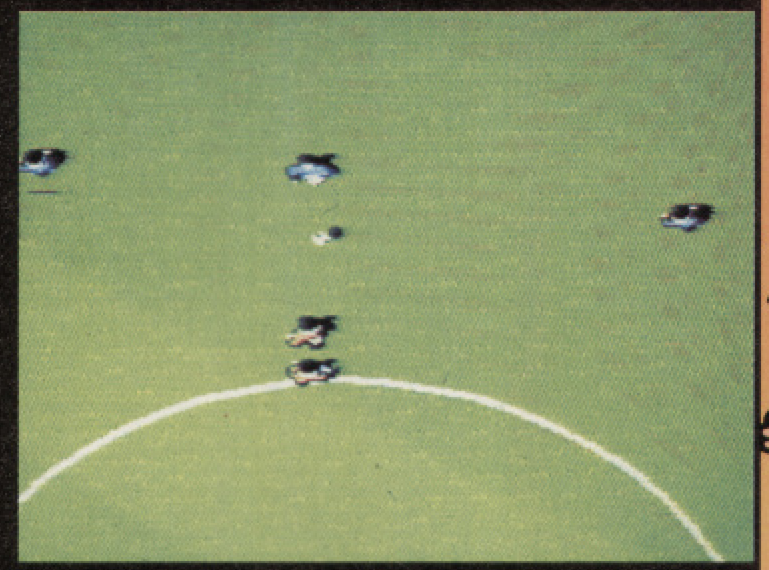






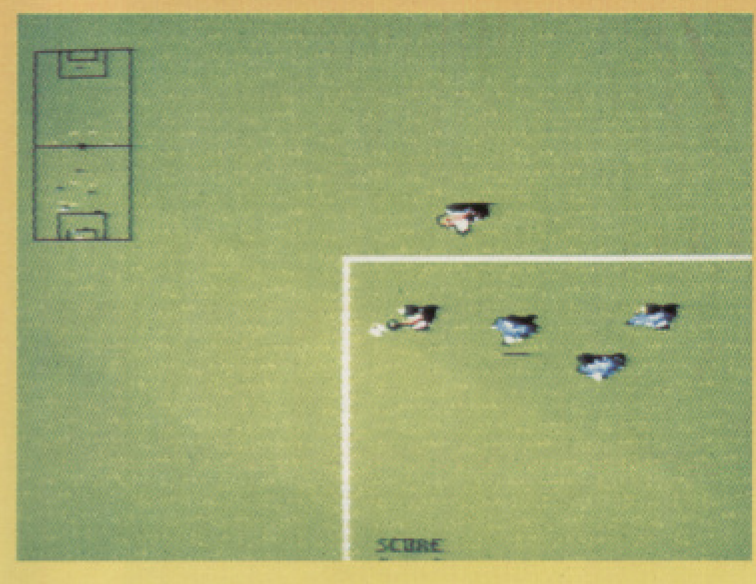
▲ *A little midfield japery going on here with the "MARKING" option.*





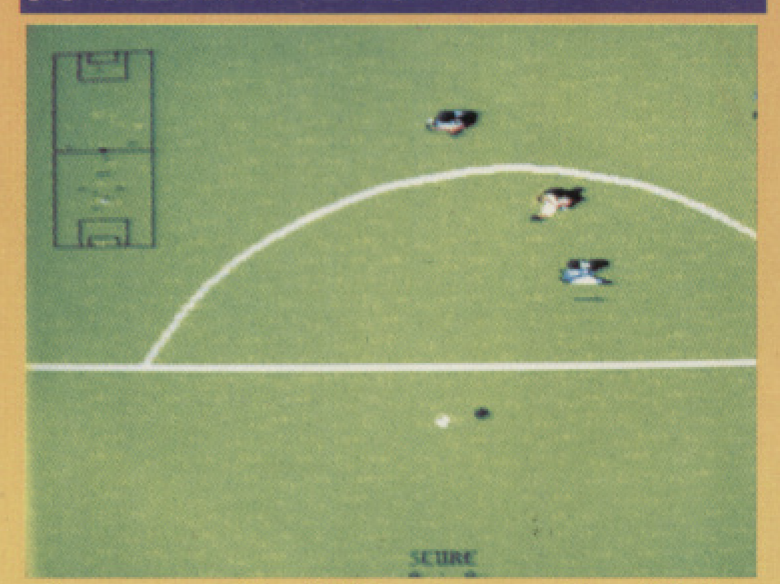
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TEAM
SHIRT COLOUR
ENGLAND
SCOTLAND
WALES
FRANCE
GERMANY
ITALY
SPAIN
HOLLAND
TEAM A
TEAM B
DONE

◀ *If you've always thought a country's kit was a bit boring, here's your chance to liven it up.*



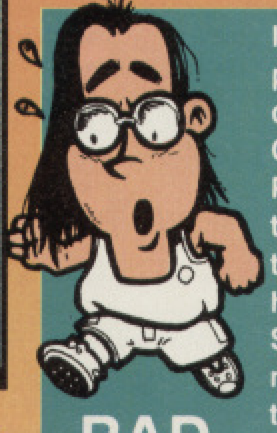
▲ *Not much action here.*

A VERITABLE CUP FEST



There are a variety of different game options. Single Game lets you play a one-off match against the computer or a friend. International Friendly is similar except that you choose a national team to play with. League allows you to test your soccer skills against seven other computer or human-controlled teams. Matches have to be played home and away, and after 14 weeks the team at the top of the league are declared champions. Cup is a straightforward knock-out contest, and finally Euro Trophy is a combination of League and Cup.

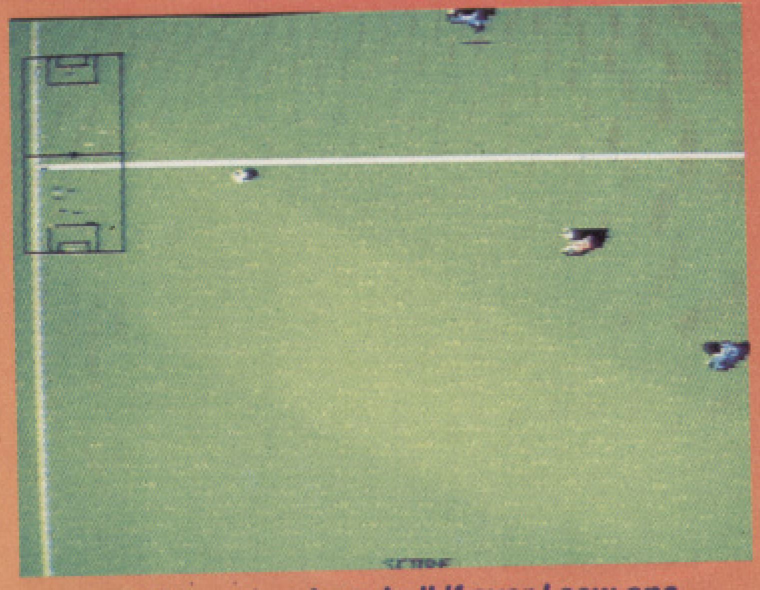
COMMENT



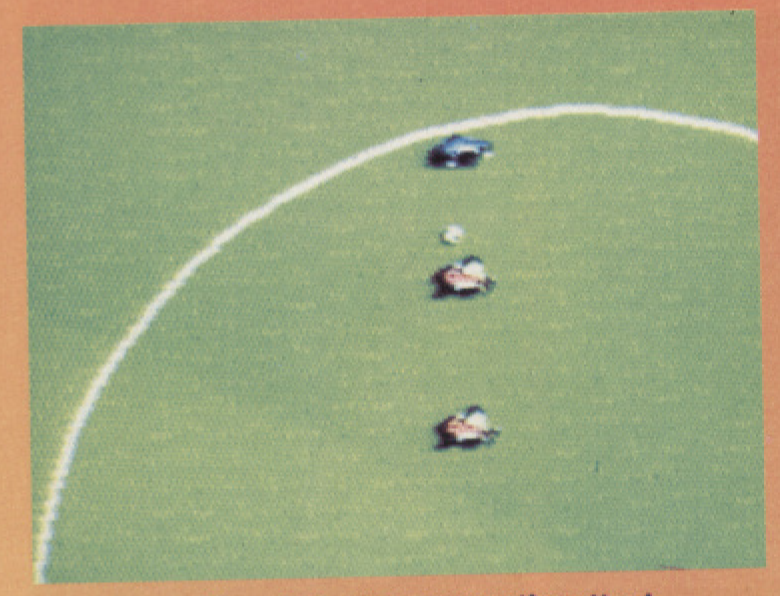
RAD

Imagineer's previous effort at converting Kick Off to console - Pro Soccer on the SNES - was a travesty of the highest order. Sadly, they have not learned from their previous errors and NES Kick Off suffers from almost exactly the same flaws as its SNES counterpart. The graphics are too small and very blurry, the scrolling is poor and the sound is dire. The ball logic is somewhat odd, with Mr Ball zooming off in whatever random direction it feels like. The players also suffer from a bad case of intangibility as the ball passes straight through their bodies very often. The computer players also have some strange form of telepathy, zooming in front of your men to intercept the ball and run away with it. Try a sliding tackle and watch your player screech halfway down the pitch in an uncontrollable skid! The character selection is also useless, sometimes a player chasing down the ball will turn away as you're given control of someone in a pathetic position. NES Kick Off makes a mockery of the finest soccer game ever and once more leaves the NES without a decent footy game.

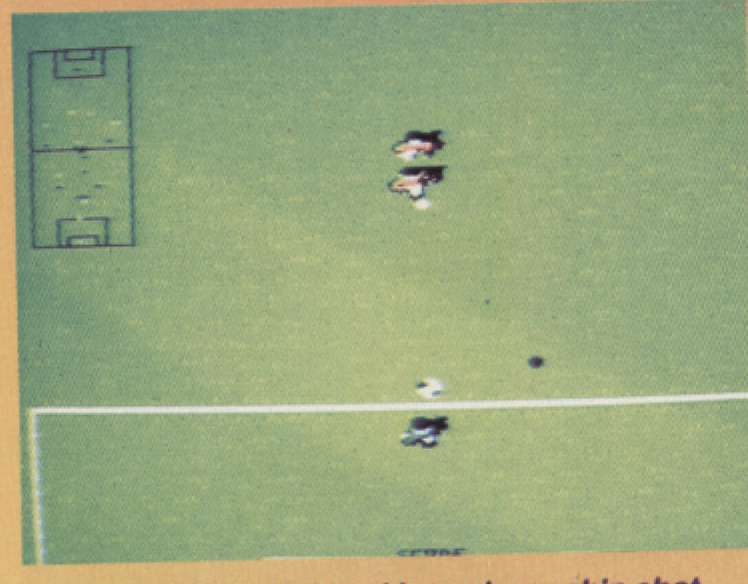
REVIEW



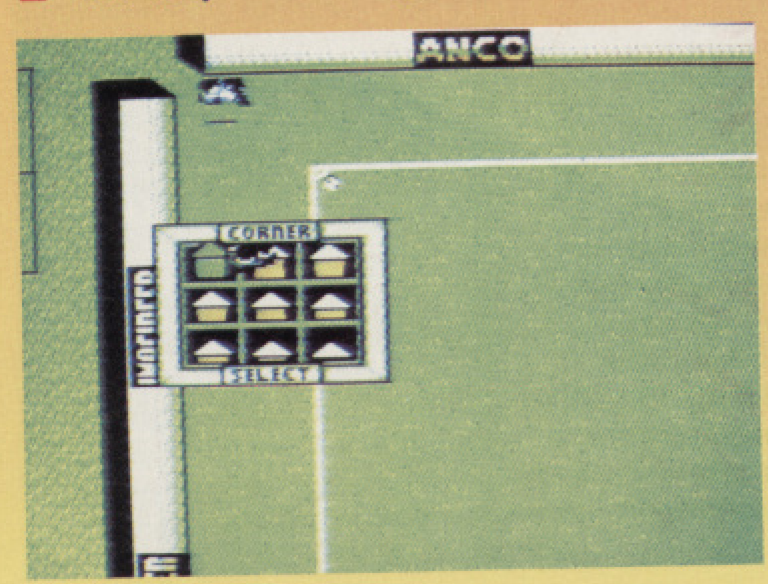
Ooh! There's a long ball if ever I saw one.



A lone blue defender covers the attack.



The 'keeper is foxed by a clever chip shot.





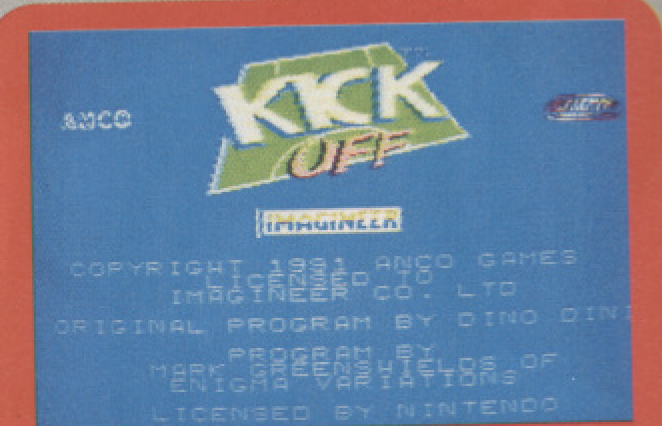
Ow! Ouch! *!*! !!

COMMENT



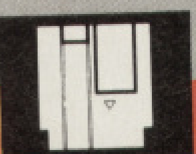
JULIAN

It's the utterly brilliant player control and game logic that makes Master System Super Kick Off the superb, highly playable football game it is, and it's the utterly dreadful player control and game logic that makes NES Kick Off the sad, almost unplayable football game it is. I just can't believe what an awful mess the programmers have made of this conversion - especially when you compare it to the Master System game. For a start the player select system is awful, often choosing a player in a completely stupid position. Then there's the control system itself. Slide tackles are hopelessly inaccurate, with players sliding about like unguided missiles - never in the direction you want them to. Passing is completely hit-and-miss with players not running onto the ball as they're supposed to do, which is immensely frustrating, especially as the computer players swoop in and grab the ball virtually every time. The collision detection is vague and the ball seems to go through players more often than not. Accurate shooting is very tricky due to this, so it's fortunate, then, that the keepers are completely pathetic and jump out of the way of the ball if you manage to actually get it on target. I could go on, but I'm sure you've got a message by now. Whichever way you look at this, either as a conversion of Kick Off, as a football simulation or simply as a game in its own right, Nintendo Kick Off is dreadful in every respect.



BY: IMAGINEER
PRICE: £39.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: 0
SKILL LEVELS: 4
RESPONSIVENESS: OKAY







PRESENTATION 93%

A vast range of options to tweak, affecting just about every aspect of the gameplay.

GRAPHICS 49%

The scrolling is fast, but the sprites are badly drawn and lack crispness and definition.

SOUND 33%

Very sad in-game effects and a warbling tune on the title screen.

PLAYABILITY 39%

Unrealistic ball movement, poor player selection and hopeless controls provide initial obstacles...

LASTABILITY 33%

...and the unappealing gameplay and Kick Off's many faults put you off playing permanently after a few sessions.

OVERALL 36%

A very poor, badly flawed and virtually unplayable conversion of the greatest soccer simulation ever.

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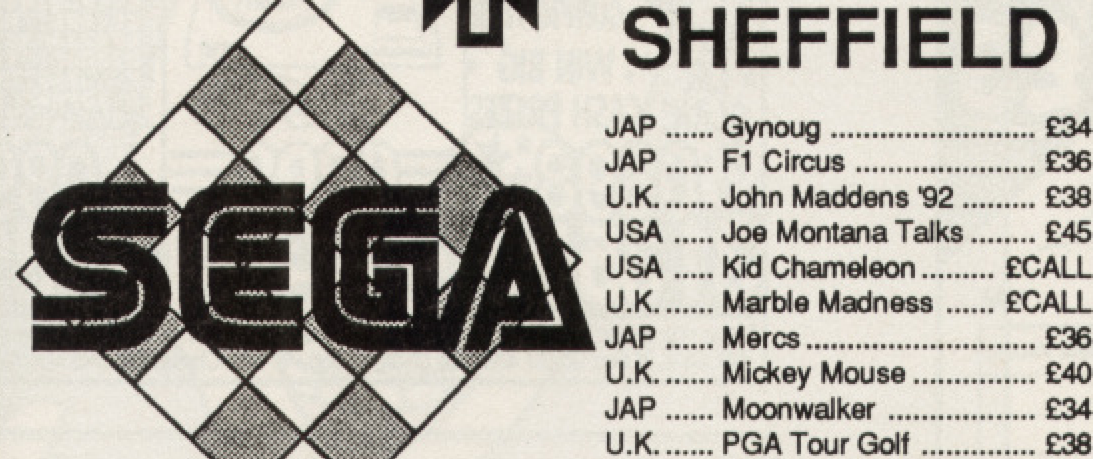
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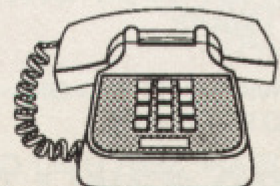
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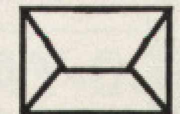


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Motor racing is one of those things which appeals to everyone but only a few people have the skill, money and disregard for life required to actually make a career out of it. Luckily, SNES owners will no longer have to risk life, limb and family fortunes to enjoy the thrills and spills of Grand Prix driving for F1 Exhaust Heat is here!

The game is a detailed simulation of a Grand Prix season, featuring accurate replicas of the world's most famous circuits and many exciting aspects of racing from constructing your car right down to the weather! So put on one of those funny balaclava things, adjust your fluffy dice and prepare to floor that accelerator.



MOSCOW STATE CIRCUITS

Sixteen of the world's greatest circuits are faithfully reproduced for your delectation in F1 Exhaust Heat. Any of these may be selected for a practice run before moving on to the race proper. As in real life you are allowed as many practice attempts as you like before competing, and it's advisable to get to know a track before you race on it. Some of the tracks are simple enough, like the UK for instance, but later circuits such as Monaco and the USA take a lot of practice before you achieve a reasonable time.

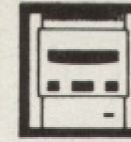


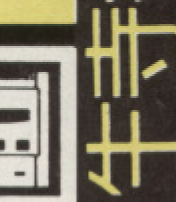
▲ *Approaching a slight turn...*







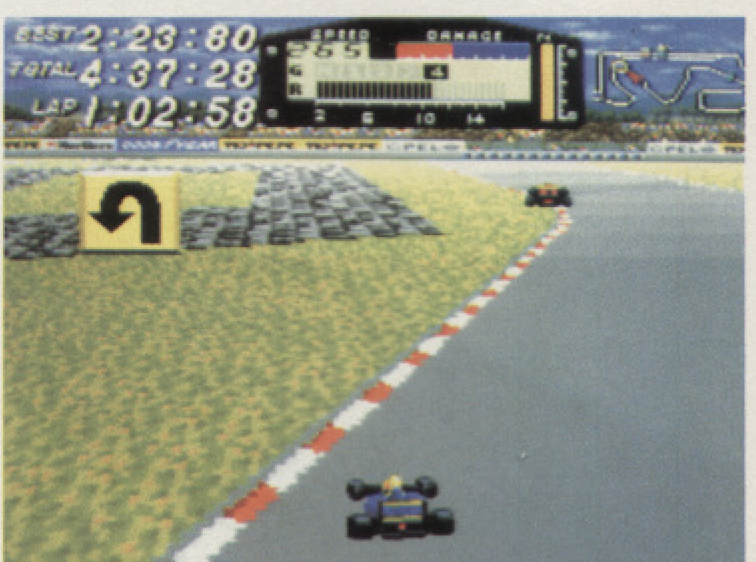






WEATHER OR NOT

Typical, eh? You've just put on your nice thin brightly coloured summer racing togs and it starts to rain. Knowing how frustrating this can be, the programmers have thoughtfully added a weather forecast to the pre-race info (displayed over a revolving map of the course). This also aids you when it comes to kitting out your automobile before the race, such as adding high-grip rain tyres or even replacing these with no-grip-at-all slicks for fine weather.

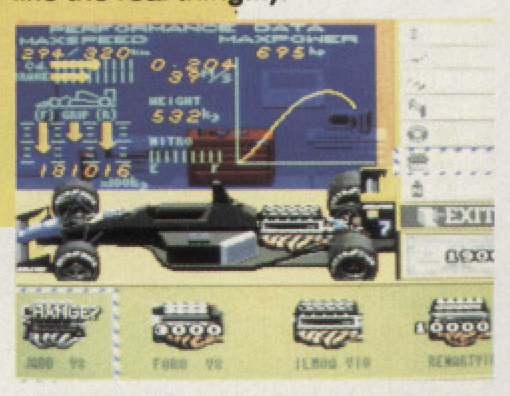


▲ *A vicious 180 degree turn awaits further up the track. Even if you avoid the visible brick wall, chances are there's another one waiting around the corner.*

▲ *Sometimes it's best to cut across the grass. Even though it slows you down a bit, you can still overtake computer cars.*

CAR-MA CHAMELEON

The car you begin with may be adequate for your early needs, but soon enough it becomes vastly outclassed by the opposition. Luckily, for every race you complete you are awarded a sum of money (depending on what position you finished in and what repairs are needed). With this cash it's possible to modify your car in many areas, from the transmission, suspension, engine and diffusers to the wings and chassis. You can even add nitro should the whim strike you (just like the real thing...).



SAVING UP FOR A RECORD



With sixteen tracks and as many World Championships as you may care to take part in, F1 Exhaust Heat is certainly a game which keeps you at your SNES for some time. Realising that some people may need to stop and eat or perhaps even sleep, a handy save mode has been included. This allows you to save any campaign data you wish after each race, along with your best laps and course times. Up to four participants may have their Championships saved at any one time, so you can battle against one another for those records.

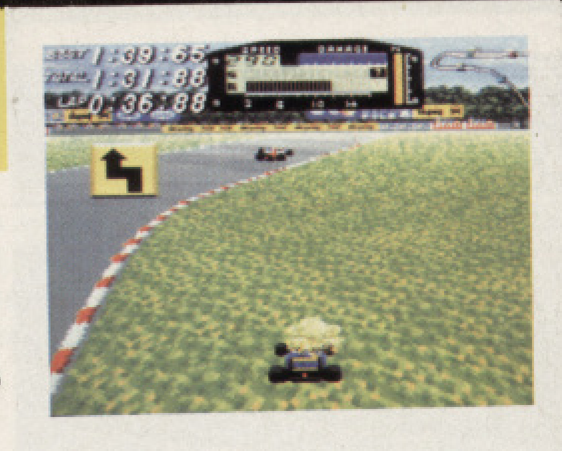
COMMENT



JULIAN

Using the same spin 'n' scroll trick as F-Zero and Pilotwings, F1 Exhaust Heat manages to bring all the thrills and spills of Formula 1 racing to the Super NES - although it certainly doesn't feel like it when you first play. There are no trackside obstacles and the game has a rather sparse and empty feel about it. Once you get into the game, however, those negative feelings are left behind in the pits as you accelerate away. Building up your car to top spec takes a couple of seasons, but once done you can really start going for those lap records - which is what this game is all about. The battery back-up stores all your best performances, and really gives you targets to aim for. Gary and I have been competing against one another for well over three weeks now and the differences between our records are mere hundredths of a second - it's that critical, with perfect racing lines and different car setups rewarding you with winning lap times. F1 Exhaust Heat is a surprisingly good game. Surprising, because first impressions really aren't great. Stick at it though, and you'll find one of the most rewarding, enjoyable and long-lasting racing games around.





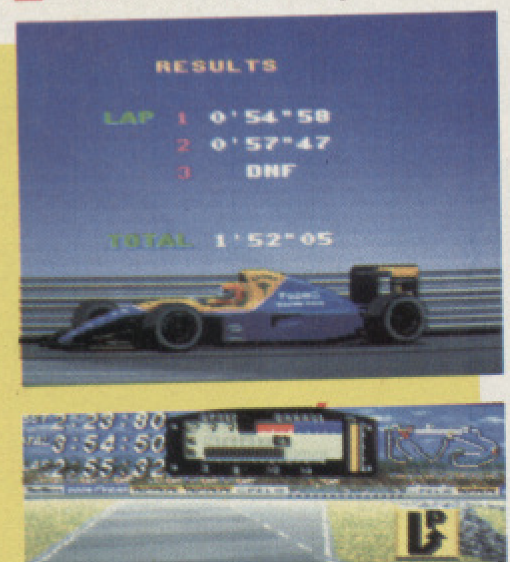
▲ *The yellow icons flash up at the top of the screen, warning you of sudden corners up ahead.*

▼ *In the pits, your experienced team help minimalise the damage you inflict on your fine Formula One speedster. Don't dally though or you'll lose the race!*





▲ *We're in the money! Hurrah!*



Thanks to Nicky Lee of Risborough, Bucks for providing us with our review copy of F1 Exhaust Heat.

COMMENT



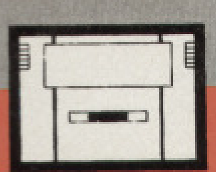
RAD

F1 Exhaust Heat re-sets the standard for SNES race games previously established by F-Zero. Right from the start the whole thing is beautifully presented, and the graphical feast is carried over into the game too. Although the cars aren't exactly detailed and the backgrounds are lacking in variety (although they're excellently drawn), the scrolling and 3D update is smooth and unbelievably fast. The sprite rotation used for cornering is great too, especially if you spin off the road! The sound is adequate, although not exactly exciting, but all this pales once you start the game. It moves at an incredible pace without any sacrifice to the handling. It's really easy to pick up the basic controls, but it takes hours of practice to start shaving seconds off your best times. The World Circuit is involving, and it's certainly big enough to keep you going for ages, especially when you think of all the car-building exploits to be had along the way. Even non-race fans will be converted by this stunning release.



BY: SETA
PRICE: £45.00
RELEASE DATE: IMPORT
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 1
RESPONSIVENESS: CRISP







PRESENTATION 95%
Loads of options, things to twiddle with, a save option and stunning presentation throughout.

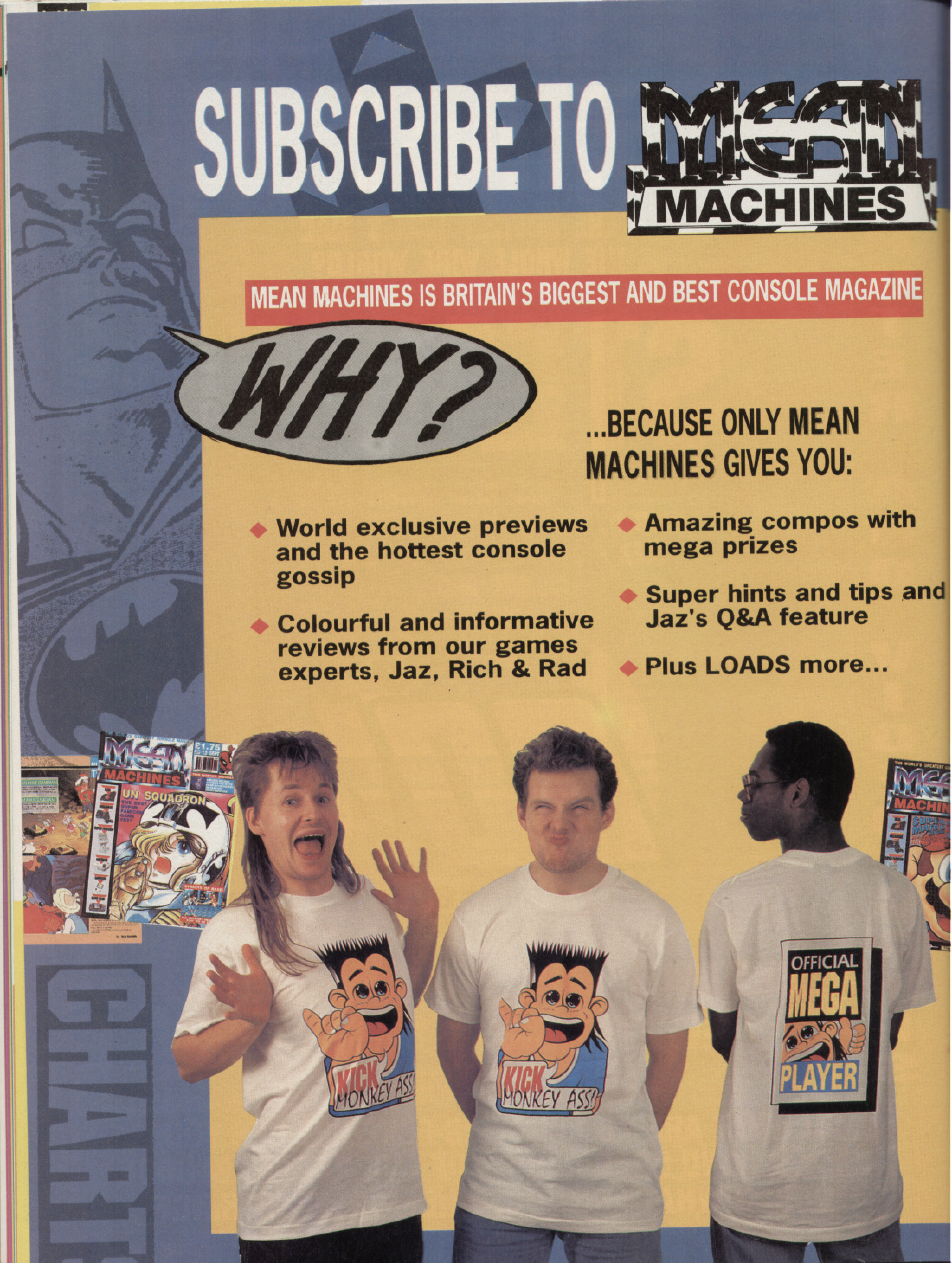
GRAPHICS 83%
The cars are a bit dull, the backgrounds are fab, if a little lacking in variety, and the 3D update and general scrolling is breathtaking.

SOUND 72%
The engine noises are good enough to tell you when you've slipped a gear but that's about it.

PLAYABILITY 92%
It's fast, responsive, realistic and absorbing and time flies by when you're racing!

LASTABILITY 92%
The sheer number of courses, plus the GP Championship and all those records to be beaten should keep this in use

OVERALL 91%
One of the best race games on any console! SNES racing fans would be very stupid indeed to miss this.



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BUGS BU[NNY] BIRTHDAY B[LOW-OUT]

When cartoon characters look in their mailboxes it leads to certain peril, courtesy of an exploding parcel or some concealed predator. Perhaps then, Bugs should have known better than to check if any of his pals had sent him a fiftieth birthday card. However, what was contained within his postal receptacle was far worse than any number of speech-impeded hunters with loaded shotguns. It was in fact, a party invitation from the Bugs Bunny fan club. Unfortunately, the organisation forgot to invite any of Bugs' Loony Tunes pals and they seem to have taken extreme offence at this lack of attention, raising arms against the hapless bunny.

Now it's up to you to guide Bugs across the platform landscape of the Loony Tunes world in an attempt to reach his birthday bash. This is made somewhat more difficult by the legions of angry 'toons after your fluffy hide, from the more popular ones like Yosemite Sam and Tweety Pie (!) to lesser known foes such as exploding clocks and bubble-blowing soup tins (well, that's what they look like anyway). Can Bugs make it to his goal and get blown out before he gets blown up?



COMMENT

RAD

The prospect of a Loony Tunes game generated much excitement around the office. As it was loaded in, first impressions were good, a nice title screen and story intro featuring loads of cartoon characters were the first things to be seen. Sadly, once we finally reached the game it turned out to be a shambling platform attempt. The animation and scrolling on Birthday Blow-Out are ridiculously jerky. The sprites are badly defined, indeed unrecognisable in some cases, the music is ghastly and there are only a few effects to speak of - and they're crap. What's worst of all is the gameplay. The response time is so slow and the collision detection so poor that any semblance of playability is crushed. Not only this, but Bugs is also highly deficient in the difficulty stakes too. None of the stages pose much of a problem and it's a cinch to notch up thirteen or fourteen bonus lives at the end of each level. A very poor example of an overworked NES genre and a sad loss of a potentially hilarious and entertaining license.



▲ *It's Bugs Bunny - the 50 year old cartoon megastar! Hurrah!*

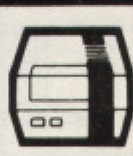
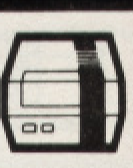
Carrots are certainly a rabbit's best friend, so naturally it's up to Bugs to collect as many of them as possible. Once collected they leave behind a small, square Warner Bros platform for Bugs to jump on, making it possible to reach new sections of the level. It's not usually essential to use these to complete a stage, but many bonus screens containing mountains of carrots are often found with the aid of these logos.

Just collect as many carrot icons as you can! These boost your score, and come in handy for the bonus sub-games. ▶

At the end of each level, our rabbit chum is given the opportunity to earn many bonus lives in one of two sub-games. One is a form of Bingo, where Bugs selects five random numbers,and the longer the lines he makes on his card the more lives he is awarded. The other is a computer version of the old Whack-A-Mole arcade games. Wily weasels pop randomly out of nine holes in the ground and it's up to the boy Bugs to hit each of them with his mallet before they disappear. The more weasels biffed, the more lives reaped. One go on each of these costs ten carrots, so much larder-raiding is the order of the day.

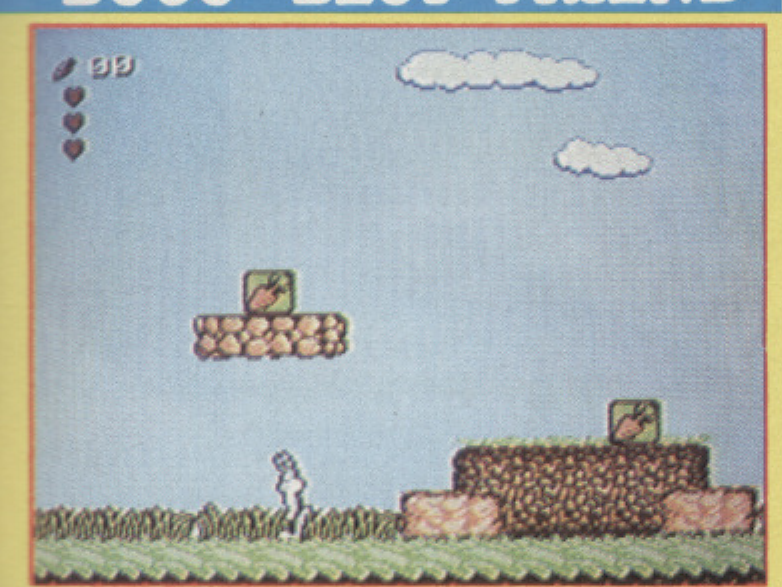
▼ *Wile E Coyote's very upset.*



NNY'S LOW-OUT

CARROTS ARE A BUGS' BEST FRIEND



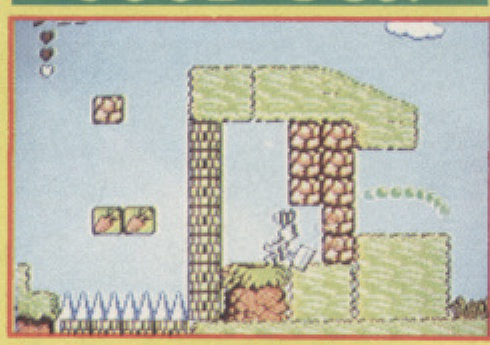
BASHING YOUR WEASEL



▲ *Here, Bugs slaps Willy the Weasel about until he can take no more. Hurrah!*

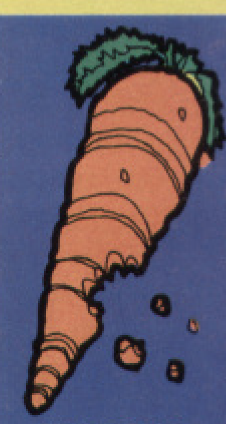


HAMMERING GOOD FUN



As always, Bugs is far from defenceless in his quest. He packs with him the standard issue wooden mallet so beloved of many cartoon characters and he uses this to great effect on his enemies. However, every time Bugs sustains a hit (he can withstand six in all) he becomes momentarily stunned (indicated by stars flying around his head) during which time he is unable to wield his trusted weapon.

COMMENT



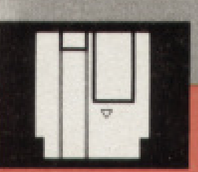
RICH

I can imagine that the programmers were after something that would appeal to the younger games player here. After all, the game itself is rather simplistic. When it comes down to it, all you do is run around the platform environment dodging (or beating up) the meanies and collecting carrots. This wouldn't be too bad if the action was fast, fluid and fun, but Bugs Bunny's Birthday Blow-Out is slow, very jerky and extremely boring. Considering that this is a cartoon licence, graphics are very important. Unfortunately, what we have here are mournful, misshapen sprites and Lego-style blocky backdrops. The sound is also a forlorn debacle, boasting sad effects and horrendously twee music. The only good point about the game is the presentation. At least here the graphical representations of the cartoon characters are fairly close to the originals. Other than that, Bugs Bunny is a shallow, completely unenjoyable game that you'd do well to avoid, even if you're an ardent Loony Tunes addict.



BY: NINTENDO
PRICE: £34.99
RELEASE DATE: APRIL
GAME DIFFICULTY: EASY
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: USELESS






PRESENTATION 72%
The odd option and a long cartoon-style story intro, although you can't fast forward through this.

GRAPHICS 31%
Small, rather unfortunate sprites hobble along bland, samey backgrounds in particularly unhealthy jerk-o-vision.

SOUND 28%
Even if you're deaf you'll still find the grating tune and weak effects offensive after a few seconds.

PLAYABILITY 40%
The collision detection is grossly unfair and the responsiveness is slower than Elmer Fudd's thought processes.

LASTABILITY 32%
It's far too easy and not enough fun, and the end result is a game that becomes very dull after a few sessions.

OVERALL 35%
A dull, unoriginal and poorly executed NES platform game, and a massive waste of a fine license to boot!



BACK TO THE FUTURE PART III

After his first accidental foray into the world of continuum-hopping, there's been no stopping Marty McFly. Whether it's buying sporting almanacs from the future to make lots of dough in the past, playing heavy metal concerts in the 1950s or even changing the course of history itself, Marty has got what it takes to be a true time traveller.

In this game, based around the third and final part of the Back to the Future film trilogy, Marty goes back to the 1880s to rescue his pal Doc Brown who was accidentally sent back to that era when his time travelling Delorean was struck by lightning. Along the way, Marty also has to thwart the evil ways of Mad Dog Tannen's gang, headed by an ancestor of Marty's arch enemy, Biff!

Back to the Future III adopts the familiar game-of-the-film format with each level representing a different scene from the film. There are three levels in all, the ultimate one being a ride atop a speeding train as Doc and Marty attempt to get the Delorean up to 88 mph so they can make the final time jump home.

BACK TO THE TRAVESTY

Back to the Future III's predecessor, Back to the Future II is still available for the Master System, but players should take note that when we reviewed this sad game back in December it scored a mere 37%.



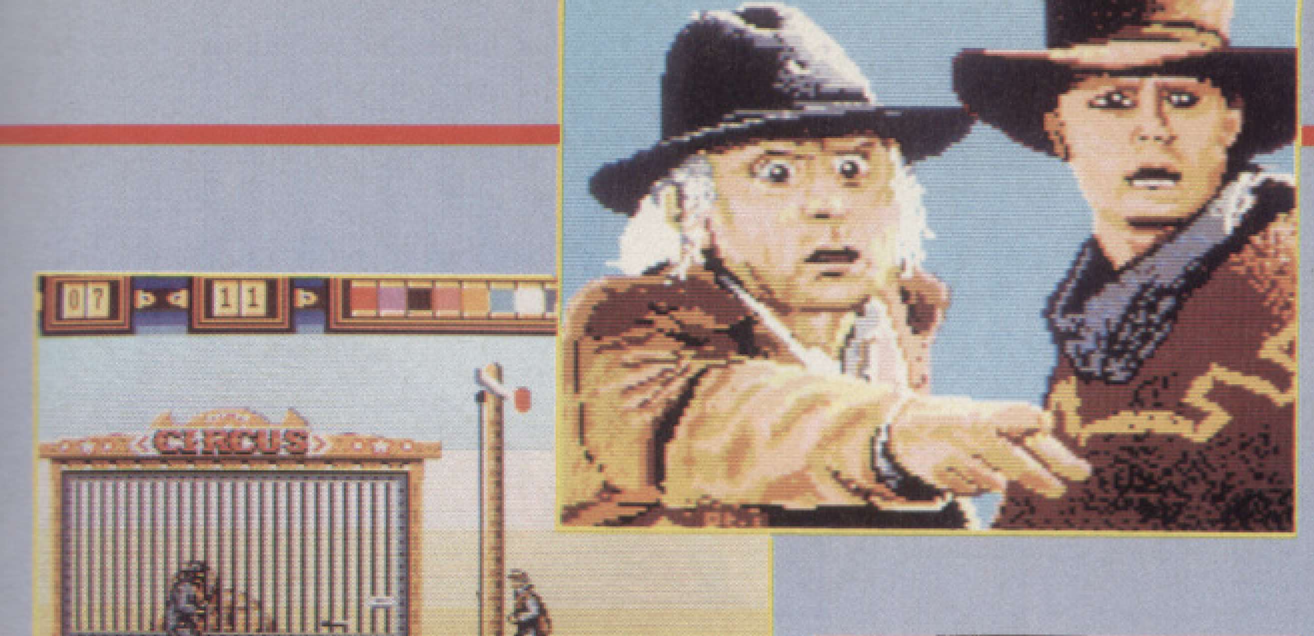
THREE LEVELS OF FUN

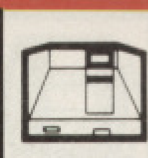
The action is split into three levels. The first is a manic horse ride across a hazardous desert in which the Doc must rescue Clara Clayton from her runaway buckboard cart. Second is a shootout where pie dish-slinging Marty must defeat Mad Dog Tannen's gun-toting gang. The final level is set atop a speeding train where Marty attempts to dodge a variety of hazards and collect the four charges required to get the engine up to 88mph so he can make the time trip home.

COMMENT

JULIAN

After the disappointment of the forlorn Back to the Future II, it's good to see that Back to the Future III is of a much better quality. But even so I must admit to being disappointed. What's there is very good - the three levels all feature marvellous graphics and excellent soundtracks, but the problem is that at the end of the day there's simply not enough. Even a mediocre Master System player should be able to finish it within a day or so, and after that there's little to keep you coming back. If the missing Megadrive level could have been squeezed in, things would have been a lot better, but as it stands I just don't think there's enough game for the money.







SEGA REVIEW

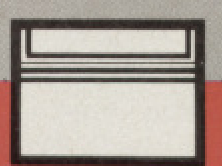


BY: IMAGEWORKS

PRICE: £29.99

RELEASE DATE: OUT NOW
GAME DIFFICULTY: EASY
LIVES: 5
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: GOOD

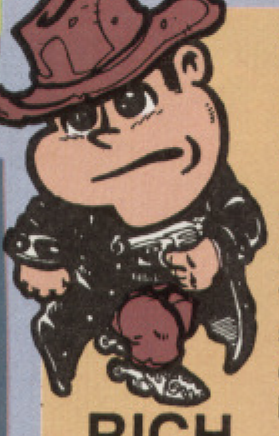








COMMENT



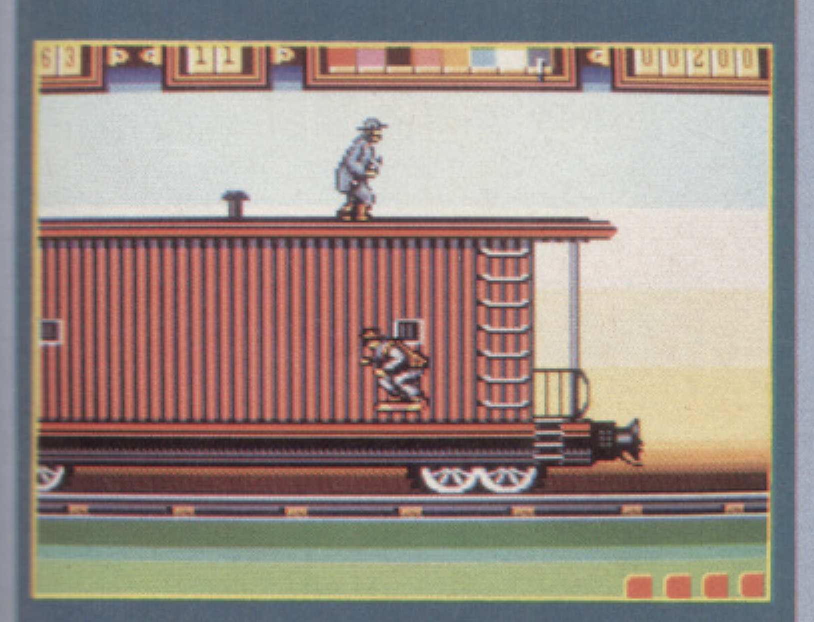
RICH

After the baboonery that is Back to the Future II, I was expecting the worst from this game. However, was pleasantly surprised by a conversion that is graphically and sonically superb - matching the Megadrive version in almost every respect. However, the Megadrive game was criticised for its lack of content, and unfortunately this comment is especially true for this 8-bit version. Although each level is a great game in its own right, there are only three stages in the package and you can get to the third in just the first sitting. Once you have seen everything the game has to offer there really is no more compulsion to play the game again. As a technical achievement, Back to the Future III shows exactly what the Master System can do. Unfortunately, as a complete game package, this game just hasn't got enough in it to warrant purchase.



OVER TO THE MEGADRIVE

The Megadrive version of Back to the Future III was reviewed eight weeks ago and scored 77%. It's very similar to this version except that it has better graphics and sound and also has an extra shooting gallery level.





PRESENTATION 78%

Great cut screens, but no options.

GRAPHICS 88%

Very high quality throughout, from the excellent stills to the nicely animated sprites and colourful backdrops.

SOUND 87%

Surprisingly good tunes play throughout, and the sound effects aren't half bad either.

PLAYABILITY 77%

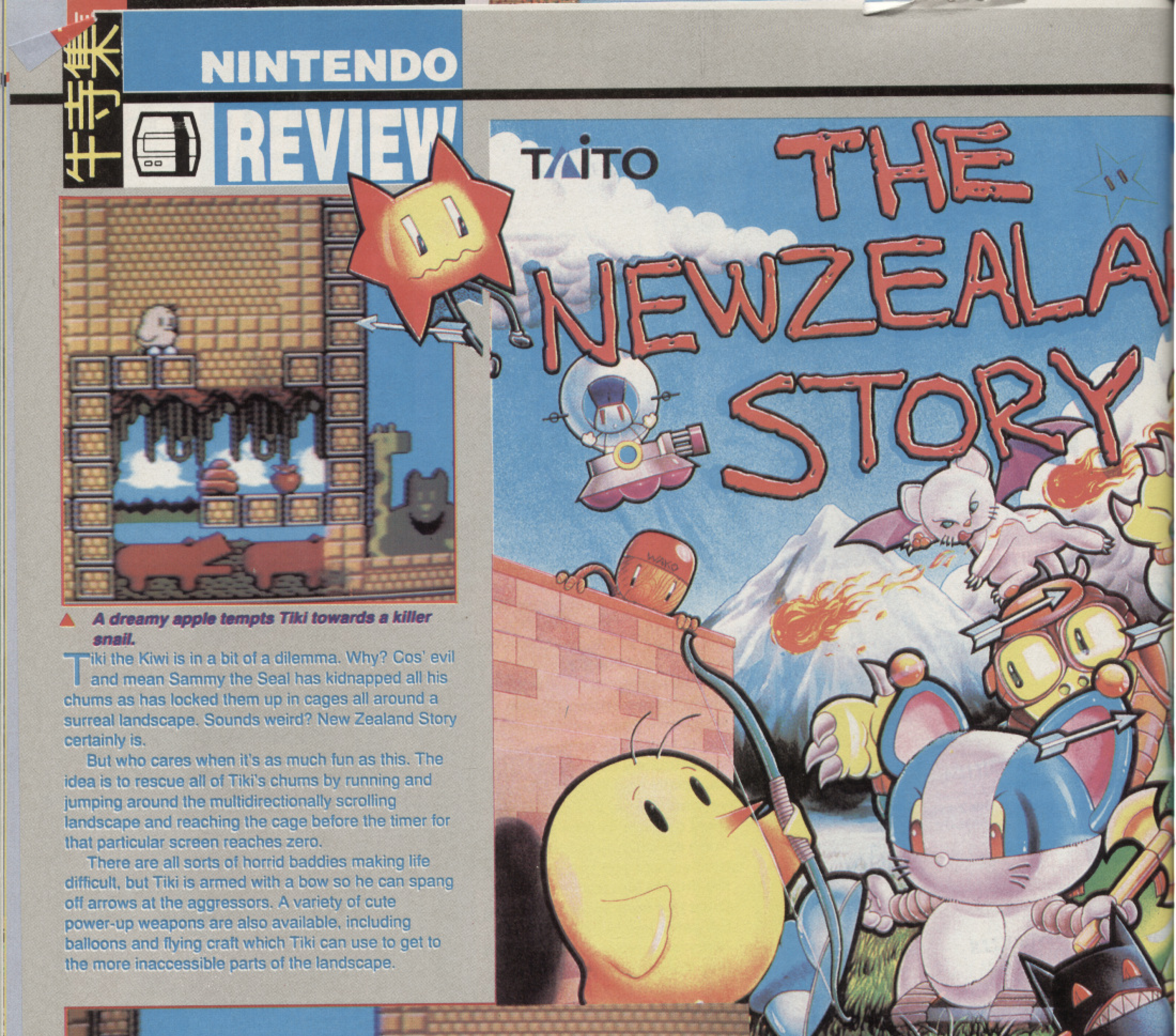
Very easy to get into, with the high-quality gameplay providing much enjoyment...

LASTABILITY 52%

...but sadly there are only three levels and that's simply not enough to provide challenge and hold interest for very long.

OVERALL 68%

A potentially great game-of-the-film sadly let down by its lack of content.



▲ *A dreamy apple tempts Tiki towards a killer snail.*

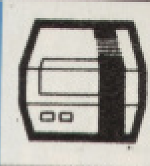
Tiki the Kiwi is in a bit of a dilemma. Why? Cos' evil and mean Sammy the Seal has kidnapped all his chums as has locked them up in cages all around a surreal landscape. Sounds weird? New Zealand Story certainly is.

But who cares when it's as much fun as this. The idea is to rescue all of Tiki's chums by running and jumping around the multidirectionally scrolling landscape and reaching the cage before the timer for that particular screen reaches zero.

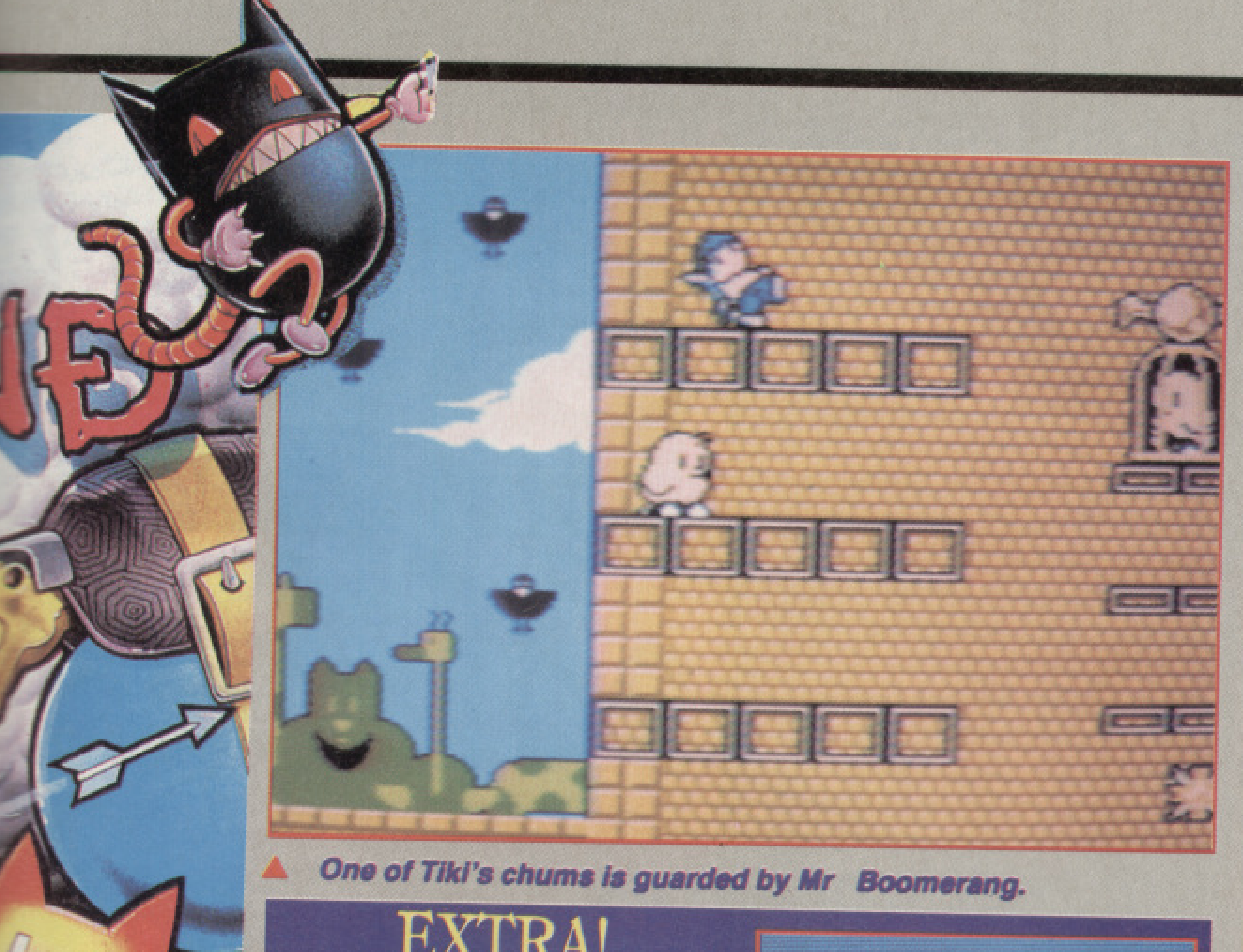
There are all sorts of horrid baddies making life difficult, but Tiki is armed with a bow so he can spang off arrows at the aggressors. A variety of cute power-up weapons are also available, including balloons and flying craft which Tiki can use to get to the more inaccessible parts of the landscape.

TIKI ON MEGADRIVE

A great version of New Zealand story is available for the Megadrive, although sadly on import only at the moment. Rather than being a straight arcade conversion, it features completely new specially designed screens to offer even more challenge than the arcade original! If you're interested in acquiring a copy of the game, ring your local import specialist.







One of Tiki's chums is guarded by Mr Boomerang.

EXTRA! EXTRA! EXTRA!

Tiki has a variety of different power-ups available to stick under his wing, and these include:

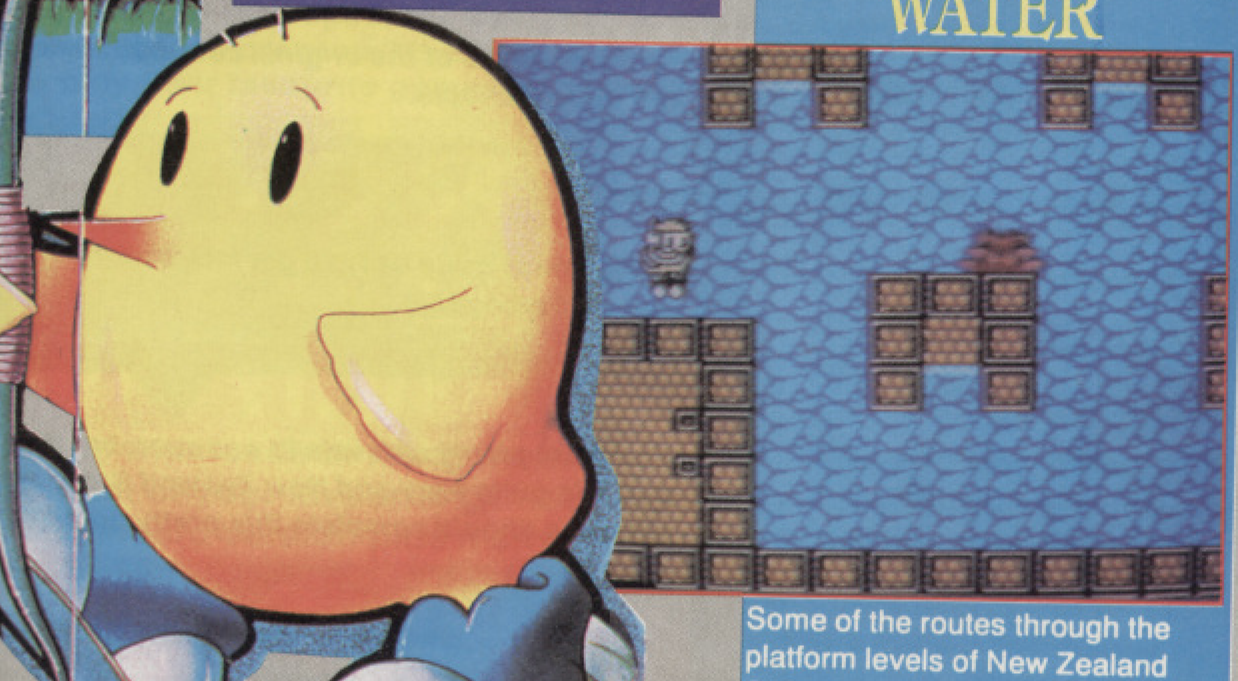
BOMBS: These are great for taking out enemy sprites beneath you, but if it's long range destruction you want, try something different.

LASER: The most powerful weapon in the game! It literally burns through those enemies, so grab hold of it while you can!

ARROWS: Tiki's conventional weapon is pretty average to begin with, but it is powered-up later on in the game.



IN DEEP WATER



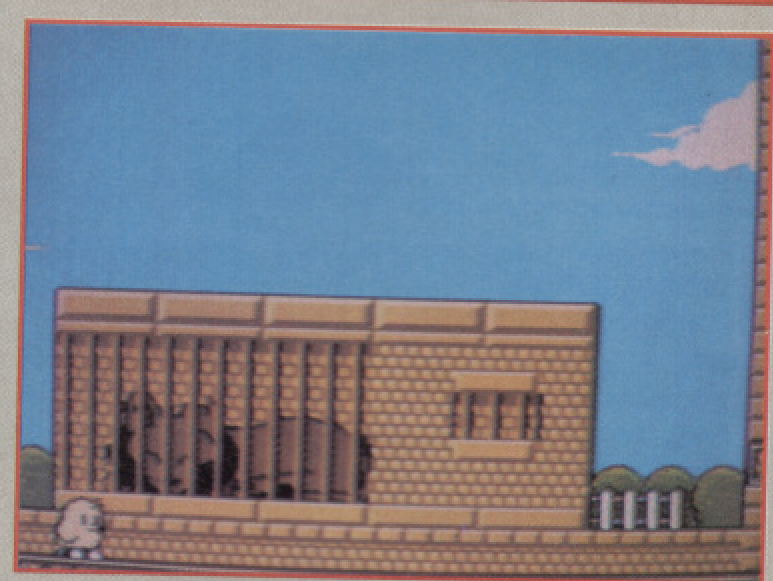
Some of the routes through the platform levels of New Zealand Story are submerged in deep murky water. Thankfully, Tiki is able to hold his breath and progress through the water, but he can't go without air forever, so finding the surface exit is essential.

Here he is in all his glory - Tiki the Kiwi!

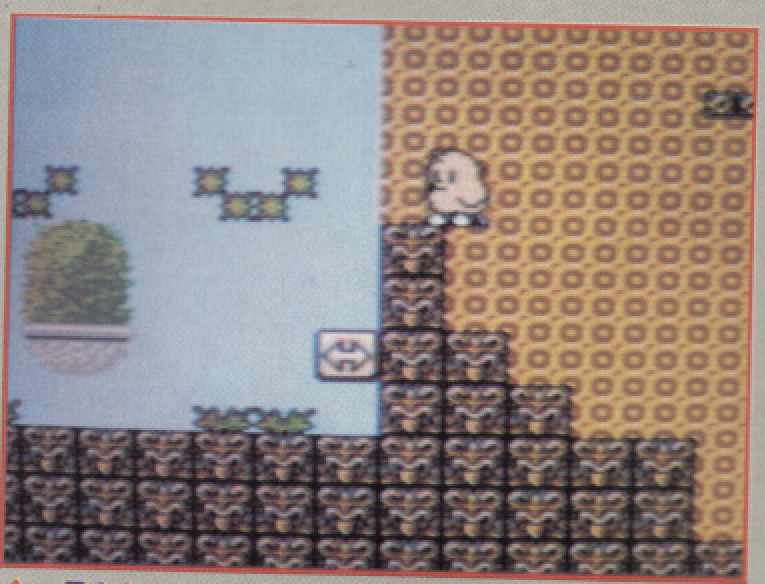
FLYING KIWIS



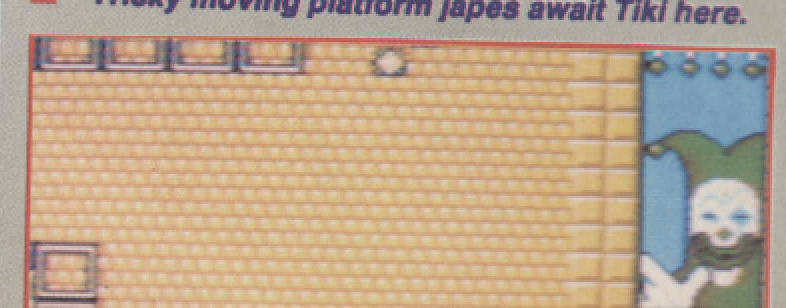
Various flying devices are available in New Zealand Story that make getting around the platform levels a mite easier. Balloons are the most common, but one hit from the enemy causes these fragile objects to explode! A laser-powered, anti-gravity buggy is also available with its own built-in weapon. However, the best form of flying device is the armoured balloon. This is impervious to all forms of fire, but remember, Tiki himself remains open to attack!

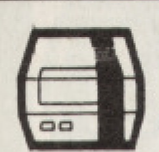


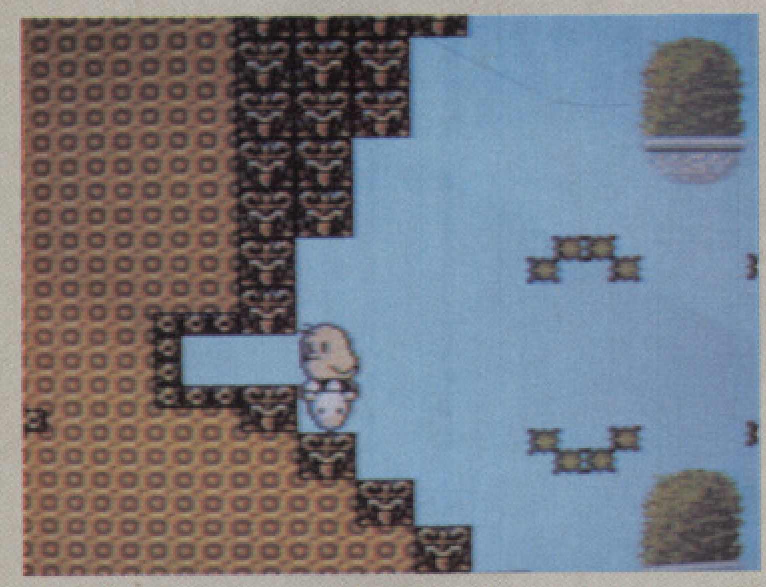
Not much happening here, is there?



Tricky moving platform japes await Tiki here.







Jumping through the walls is the key to success here.



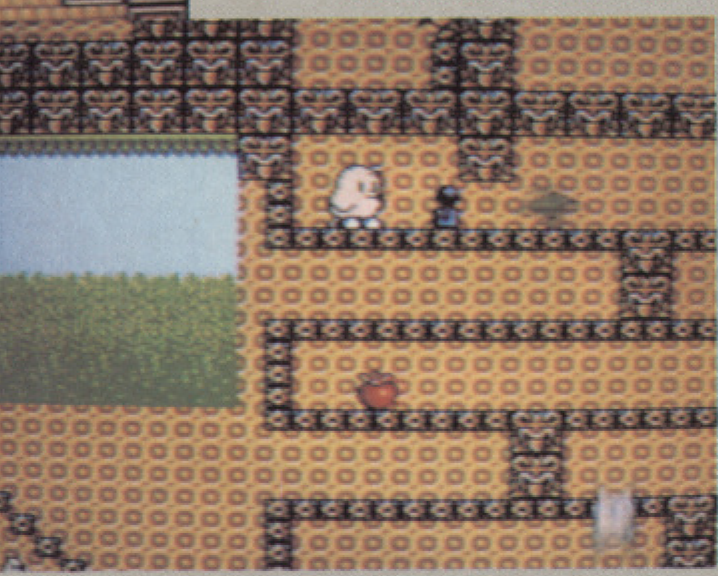
COMMENT



RICH

New Zealand Story is quite a creditable conversion of the ageing coin-op, with plenty of decent levels to travel through and lots of variety. The graphics are great, with large sprites and excellent backdrops that are very similar to the coin-op's. The sound is superb - the annoying tinkly tunes of the coin-op have been "re-mixed" for the Nintendo with swingsome drums and decent instruments. The problem with New Zealand Story is that the action is just a tad too easy - I'll warrant that any decent games player will see most of the game during their first gaming session. Other than that, there is little wrong with New Zealand Story. Newcomers to the platform genre should lap it up.

Collect that bonus apple!



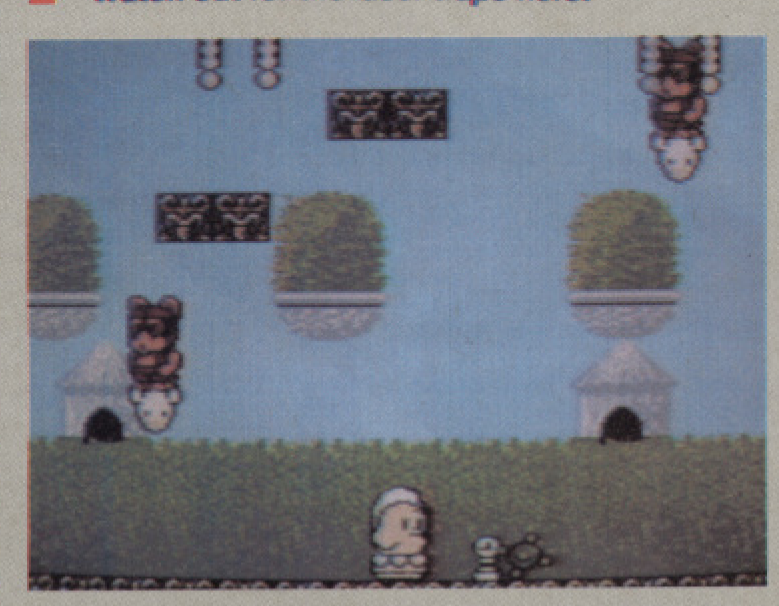
Watch out for the laser traps here!

COMMENT

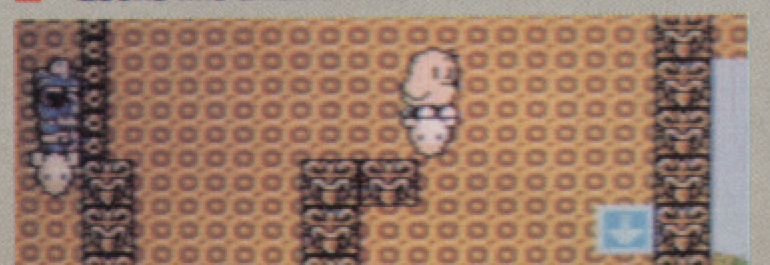


JULIAN

This conversion certainly captures the look and feel of the coin-op original. The graphics are completely faithful to the arcade game from the whacked-out backdrops to the super-cute sprites and the music has been remixed and sounds even better than it did before! But there is a problem - the game's just a bit too easy. On your first session you can get miles into the game, and it doesn't take too long until you complete the game entirely. It's a real shame that there isn't more of a challenge, because as it stands I can only recommend this to Nintendo novices. Those who've played the New Zealand Story coin-op for any length of time just won't get their money's worth.



Looks like airborne combat ahead.



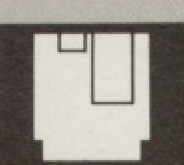


BY: OCEAN

PRICE: £34.99

RELEASE DATE: MAY
GAME DIFFICULTY: EASY
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: GOOD







PRESENTATION 69%

Not much in the way of either presentation screens or options.

GRAPHICS 85%

Not very colourful, but the backdrops and sprites are quite faithful to the coin-op.

SOUND 89%

Funky re-mixes of the original coin-op tunes and decent effects.

PLAYABILITY 88%

The game is quite easy to get into and the action is enjoyable.

LASTABILITY 69%

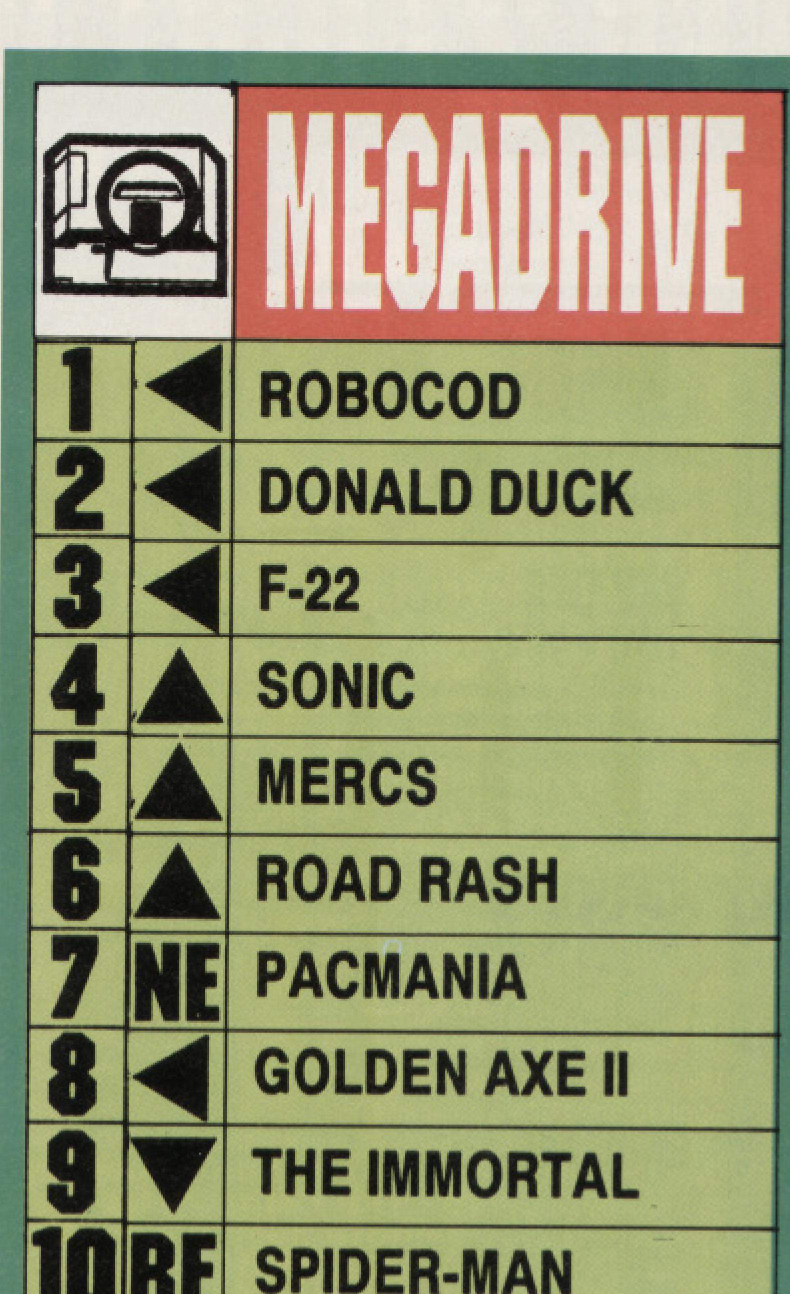
There are plenty of levels to conquer, but the game is quite easy and New Zealand Story veterans should complete this pretty quickly.

OVERALL 79%

An excellent conversion of the coin-op, that's let down by its lack of long-term challenge.

TOP 10 CHARTS

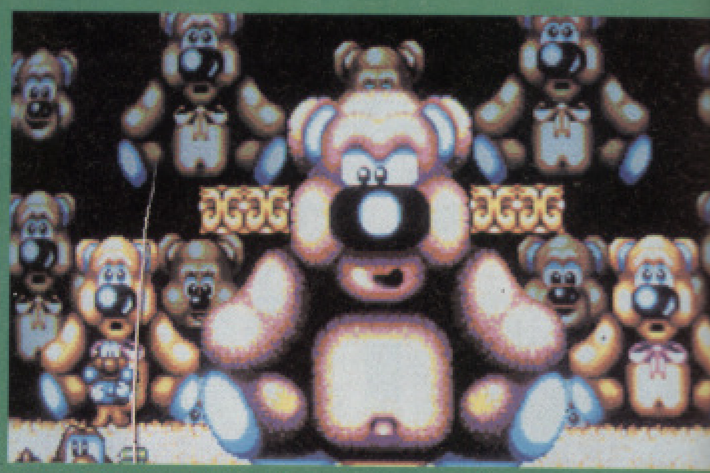




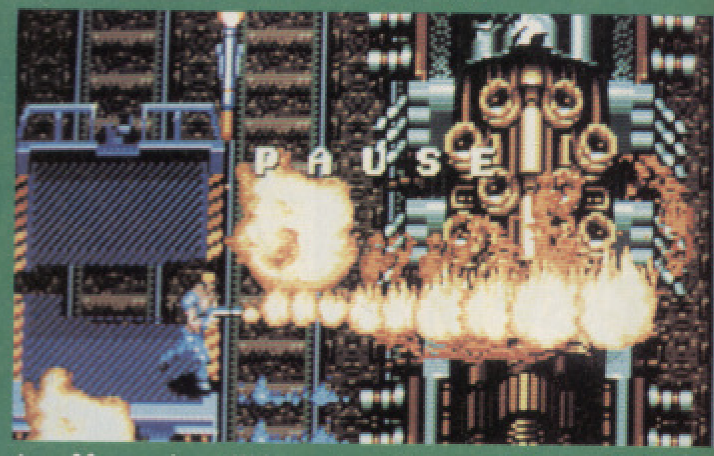
		MEGADRIVE
1	◀	ROBOCOD
2	◀	DONALD DUCK
3	◀	F-22
4	▲	SONIC
5	▲	MERCS
6	▲	ROAD RASH
7	NE	PACMANIA
8	◀	GOLDEN AXE II
9	▼	THE IMMORTAL
10	RE	SPIDER-MAN

MEGADRIVE

Apart from Pacmania, there's no new entries! What a surprise! Indeed, mostly it's just a veritable musical chairs situation as various games change places. That's about it, really.



▲ *Robocod's still number one!*



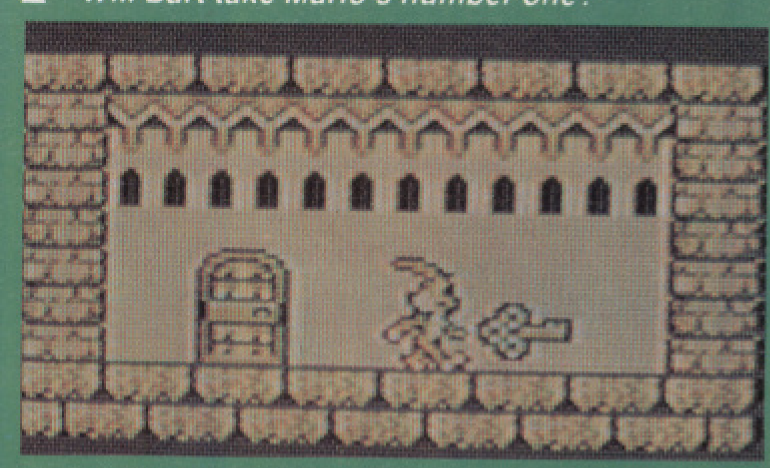
▲ *Mercs is still* burning things at five.

GAMEBOY

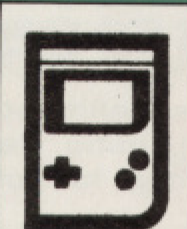
Defying the laws of probability, Super Marioland stays at the top of the charts AGAIN! The Simpsons arrive at number two, with Bugs Bunny being the only other new release to speak of.



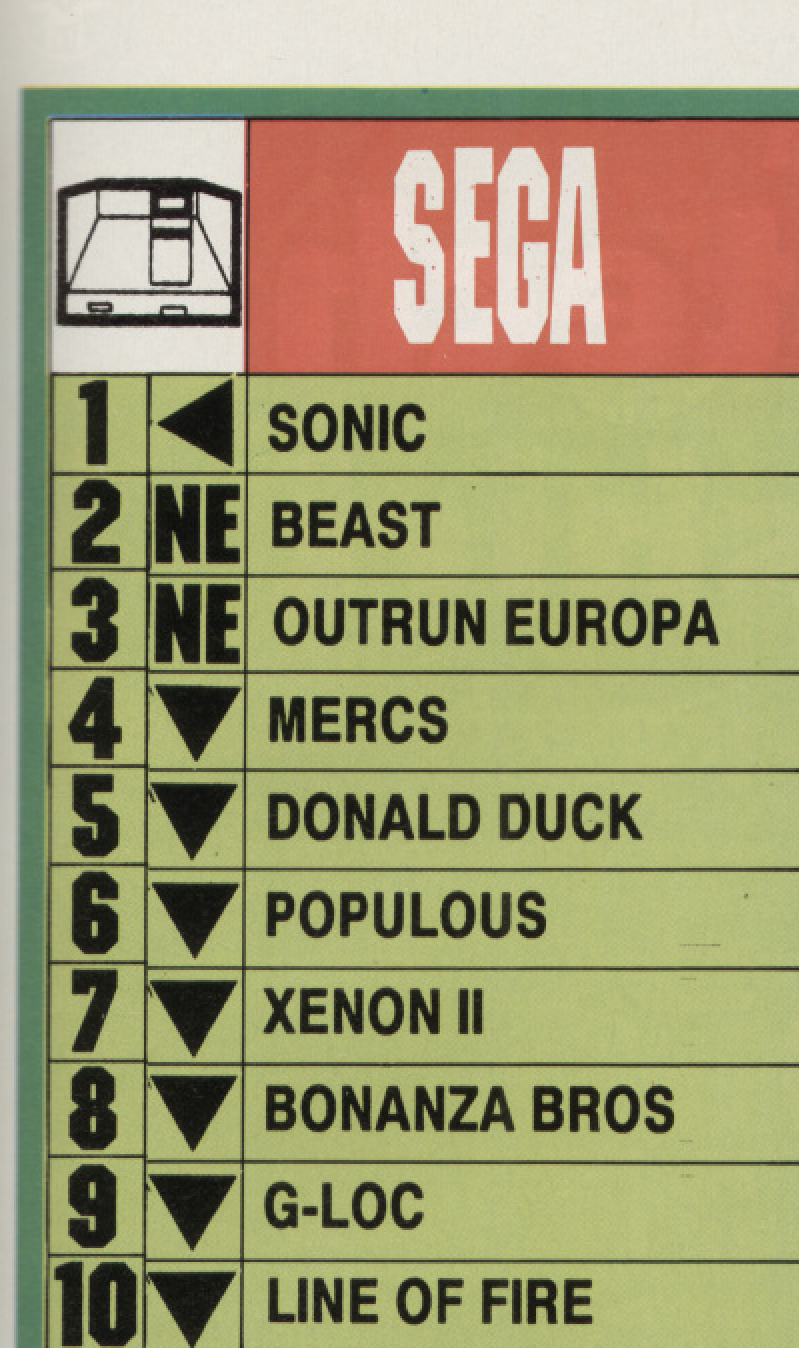
▲ *Will Bart take Mario's number one?*



▲ *It's that shambling parody of Bugs Bunny again.*



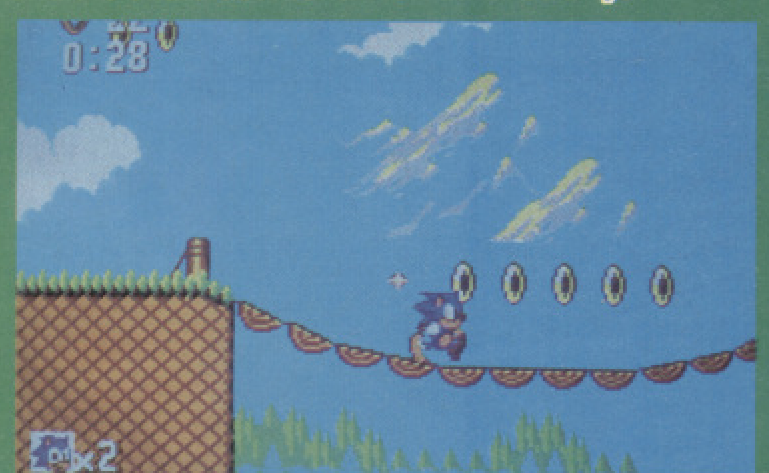
		GAMEBOY
1	◀	SUPER MARIOLAND
2	◀	THE SIMPSONS
3	▲	DUCK TALES
4	▲	BUGS BUNNY
5	NE	WORLD CUP
6	▼	DOUBLE DRAGON
7	RE	GOLF
8	▼	GREMLINS II
9	▼	F-1 RACE
10	▼	TURTLES



		SEGA
1	◀	SONIC
2	NE	BEAST
3	NE	OUTRUN EUROPA
4	▼	MERCS
5	▼	DONALD DUCK
6	▼	POPULOUS
7	▼	XENON II
8	▼	BONANZA BROS
9	▼	G-LOC
10	▼	LINE OF FIRE

SEGA MASTER SYSTEM

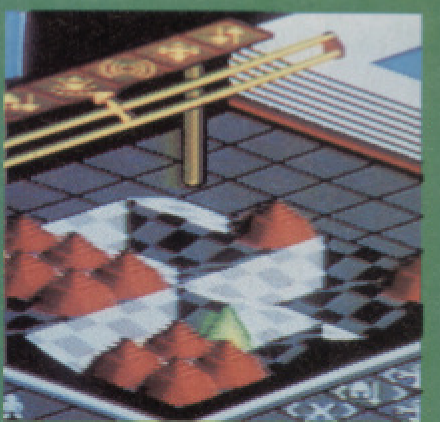
A couple of new entries make their way into the charts this month, like the okay-ish Outrun Europa. Otherwise, there's little difference between this and the chart last month. Isn't that strange?



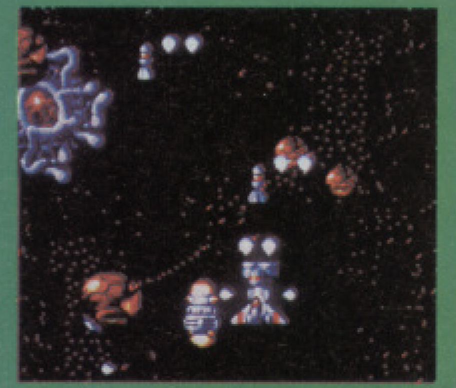
▲ *Cor! Sonic's still number one!*



▲ *Top game Populous is plummeting down.*



▲ *Outrun Europa is doing well this month.*



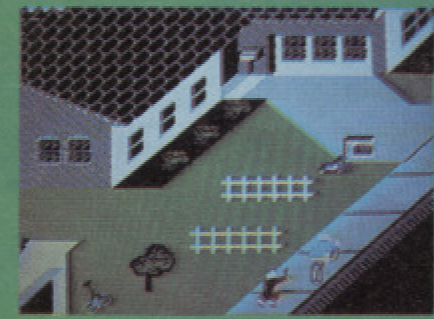
▲ *Watch out for those mutants! It's Xenon II!*

PREDICTIONS

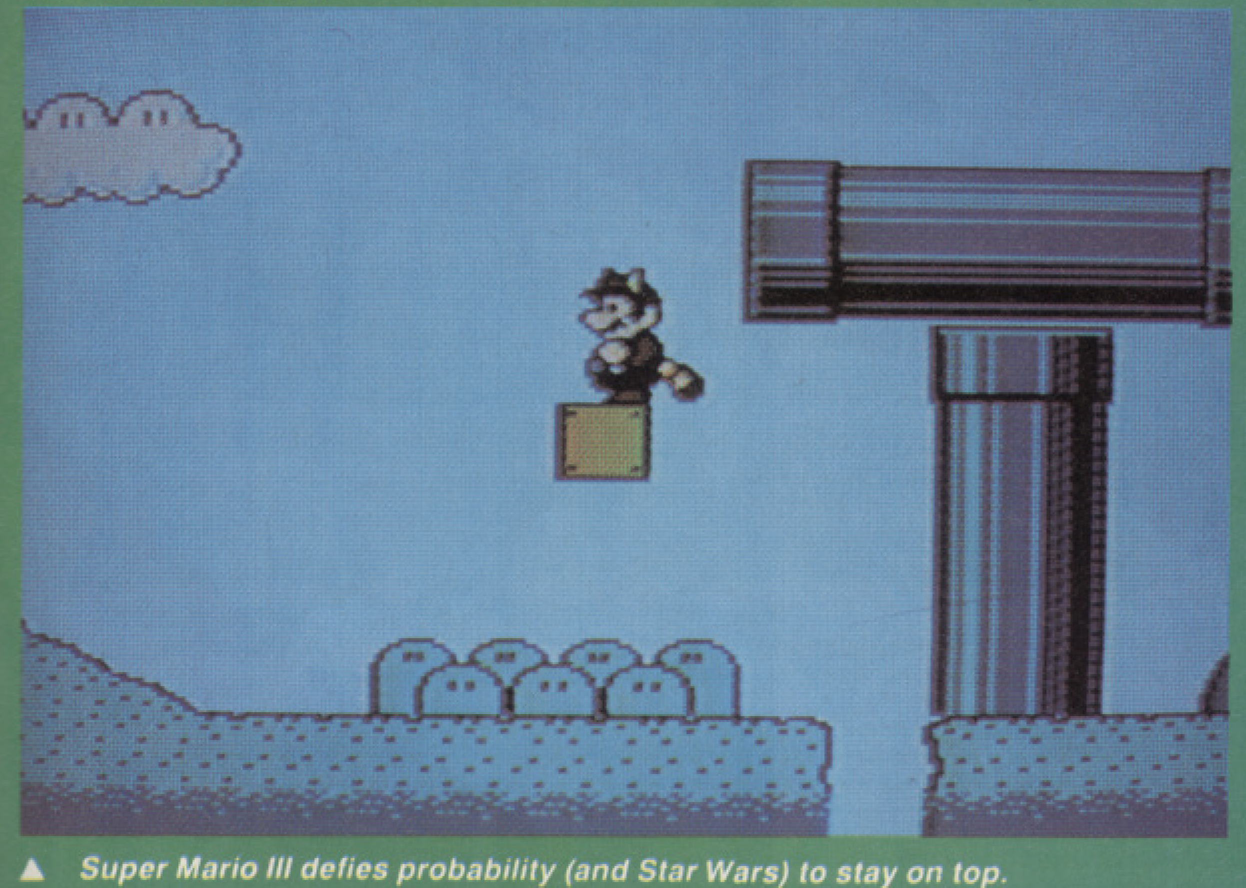
MEGADRIVE: ROBOCOD
MASTER SYSTEM:SONIC
NINTENDO: MARIO
GAMEBOY: MARIO (yet again!)

NINTENDO

No surprises here. Mario III remains at the top of the charts, but it's facing a strong challenge from the game known as Star Wars (even if it does cost £50.00!). Rescue Rangers is doing well for a new release, but from this chart it appears that the ageing Donkey Kong Classics is out-selling this fine new release.



▲ *Paperboy is sad.*



▲ *Super Mario III defies probability (and Star Wars) to stay on top.*

		NINTENDO
1	◀	SUPER MARIO III
2	NE	STAR WARS
3	▼	THE SIMPSONS
4	NE	KONG CLASSICS
5	NE	RESCUE RANGERS
6	▲	WWF
7	▼	DUCK TALES
8	NE	PAPERBOY
9	NE	MISSION IMPOSS
10	NE	JACK NICKLAUS



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MY ADDRESS...

....

Please send me.......... T-shirt/s in MEDIUM/LARGE/XL(please state)..

I enclose a cheque or postal order for £6.50 per shirt.

THE HUNT FOR RED OCTOBER

You're in command of the most advanced Russian submarine in service today - the Typhoon-class Red October. Carrying a massive complement of missiles along with a near-impregnable layer of defensive armour, the Red October is the most feared sea-faring vessel in the world. But what really gives it its edge is the use of the Cavitation Device - a piece of equipment that makes the sub invisible to all forms of radar.

As commander of the Red October, you are extremely worried about how the powers-that-be plan to use your vessel. So, you decide to defect to the West, taking the hi-tech sub with you! Understandably, your Russian commanders are more than a bit concerned about this move and decide to dispatch their entire sea-faring fleet to blow you out of the water.

As you've probably guessed from examining the screenshots, The Hunt for Red October is a horizontally scrolling shoot 'em up, with you piloting the ship through many levels of sub-aqua excitement, pitting your wits against the entire Russian navy. Adding to the already considerable problems are a number of deadly obstacles submerged in the deep - look out for sub-aqua mines and steel walls that spring out from nowhere. Contact with any of these hazards results in the loss of some of the Red October's armour - and when all of that has gone, it's goodnight Vienna.

POWER-UP!



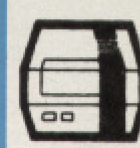
Plenty of icons are left on the sea bed. Collecting these has different effects. Your weaponry may be powered-up, resulting in deadly homing missiles being fired at your command. You might just get a new complement of torpedoes, extra armour, or more power for your Cavitation Device.

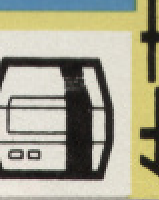


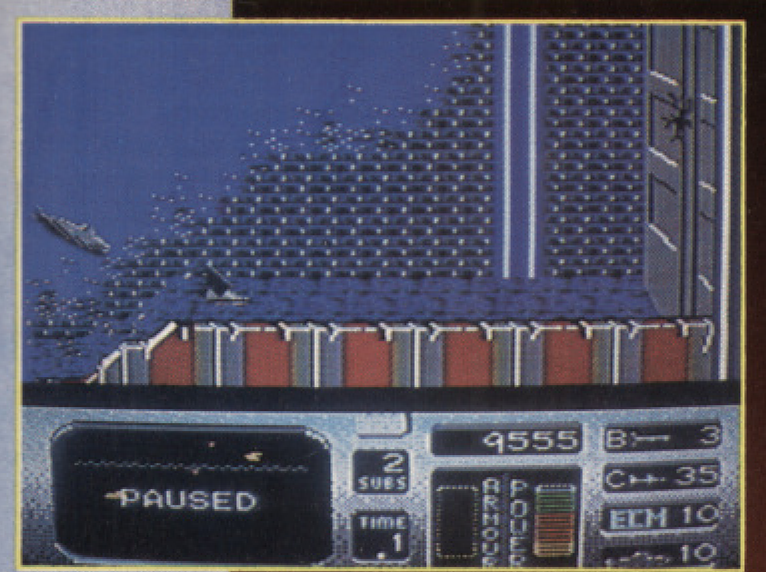


TORPEDO TOMFOOLERY

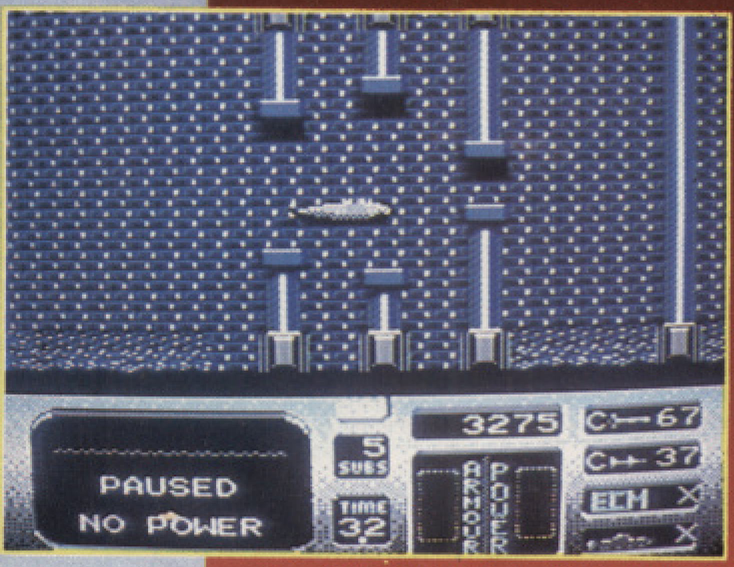
Two sorts of missile are on offer in The Hunt For Red October. Pressing button A results in a forward-firing missile being propelled through the ocean. Button B, on the other hand, dispatches a vertically firing missile - essential for annihilating surface targets.







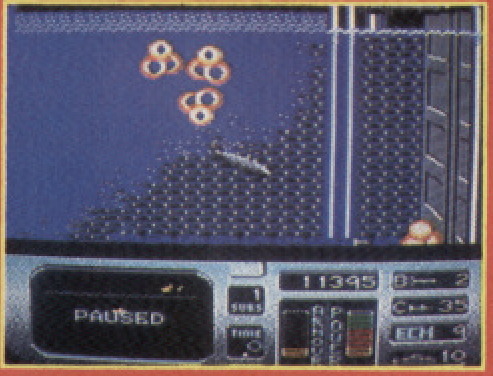
▲ *A massive metallic wall blocks the Red October*



◀ *There are even moving hazards in the deep.*

A SMART BOMB

Pressing both buttons down together unleashes the Red October's deadly ECM (Electronic Counter Measures) device. This handy piece of equipment blows up any enemy missiles on-screen. Hurrah!



CAVITATION DEVICE HORSEPLAY

Simply by pressing the SELECT key, the Red October is made invisible to enemy radar. This means that the Russian fleet cannot track you or fire missiles at you. Any torpedoes that are homing in on you instantly lose their sense of direction. The only problem is that this device saps the sub's power, and has to be switched off after a short period of time while power is restored.



◀ *The electrical field signifies that the Cavitation Device is working.*

COMMENT



JULIAN

What a shame. Behind the supremely ghastly, deformed graphics and absolutely abominable sound is a pretty decent shoot 'em up desperately trying to get out. It's a tricky and challenging game, with hectic action as you battle through fleets of enemy ships and dodge swarms of missiles. But the problem is that the graphics and sounds are so utterly, utterly bad that it really ruins the atmosphere and enjoyment of the game. Had there been better audio/visuals, I think Hunt for Red October could have been great. As it stands, though, its horrible looks and sounds will put most players off.

COMMENT

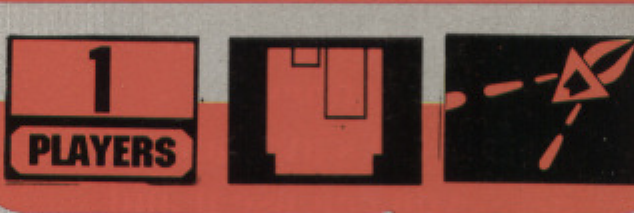


RICH

Basically, the programmers have converted a brill suspense thriller movie into an average horizontally scrolling shoot 'em up. The game itself plays quite nicely, with a good sense of underwater inertia on the sub and high compulsion to complete a level. Unfortunately, the game is ruined by two factors. The first thing to really put you off is the completely awful "soundtrack" that accompanies the proceedings. This sad, booming, jarring musical monstrosity sounds like some kind of retarded animal let loose on a Stylophone. The game is also let down by appalling graphics. Indistinct sprites, coupled with childish, blocky graphics do nothing for the game at all. Perhaps if the game had graphics and sound that were up to the quality of the Gameboy version, we might have received this game more favourably. As it is, you can't help but feel saddened at the great waste of potential.



BY: HI-TECH
PRICE: £34.99
RELEASE DATE: MAY
GAME DIFFICULTY: TOUGH
LIVES: 3
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: GOOD



PRESENTATION 50%
A fairly decent intro kicks the game off, but other than that, Red October is very lacking.

GRAPHICS 29%
Sad, malformed backdrops and below average sprites abound.

SOUND 9%
A sonic debacle that could easily disturb small children. Turn that volume right down when playing.

PLAYABILITY 73%
Initially quite compelling, but getting further into the game is very difficult.

LASTABILITY 59%
Should you wish to persevere, there's quite a lot of fun in this game, but the high difficulty level

OVERALL 64%
A playable shoot 'em up that could have benefited from better graphics and sound.

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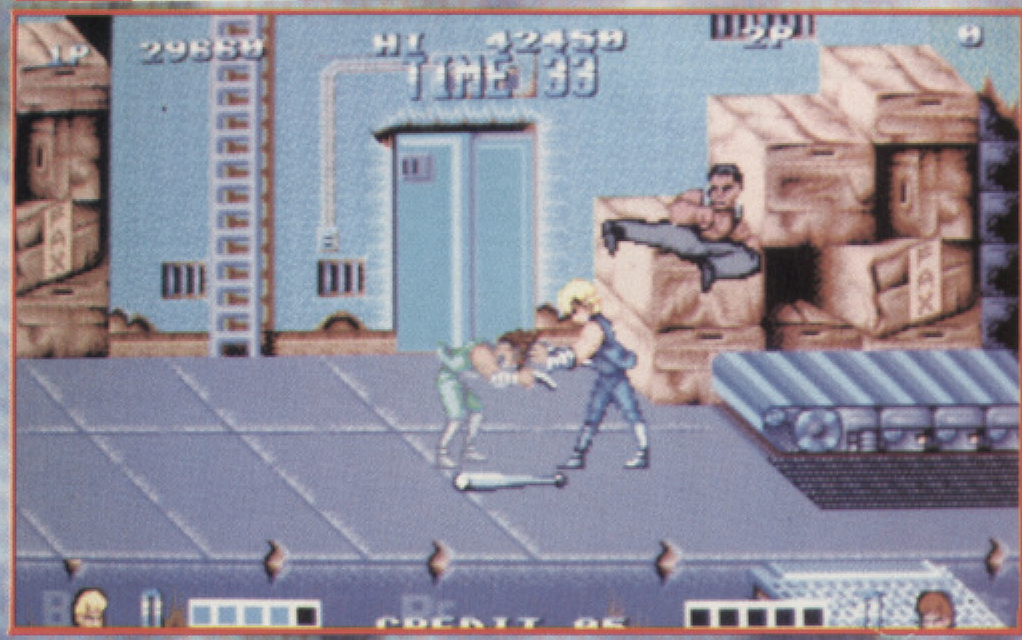
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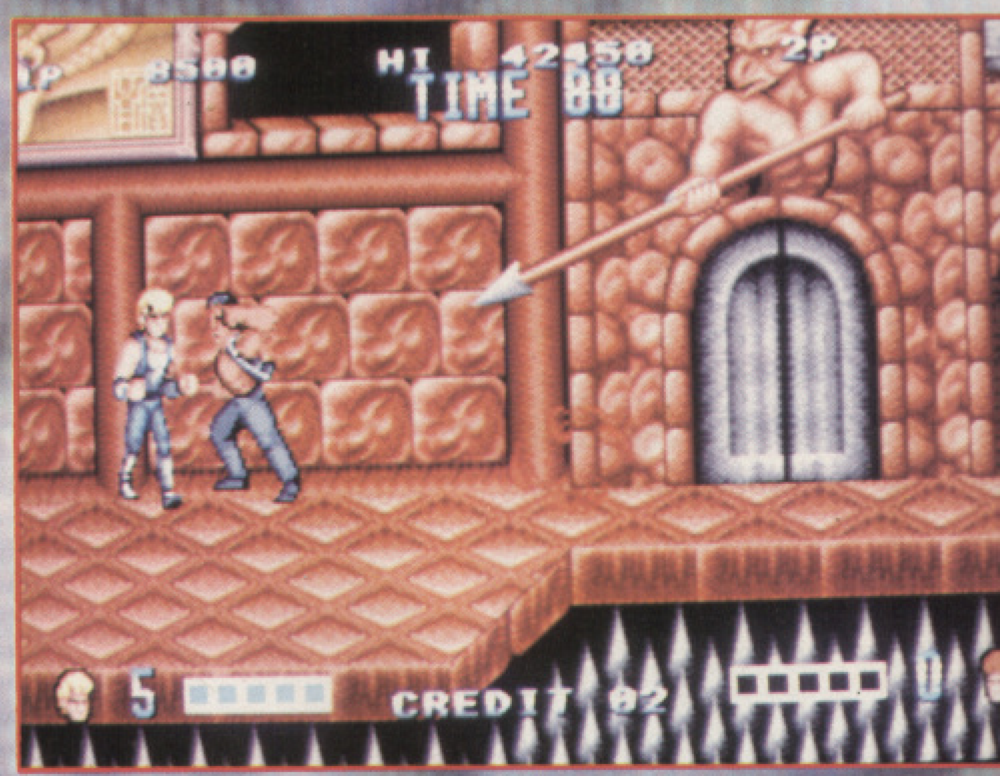
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Watch out for the spikes!

DOUBLE DRAGON

THE COIN-OP

The original Double Dragon coin-op, produced by Technos, was a milestone in arcade history. It resurrected the scrolling beat 'em up formula made famous in Irem's Kung-Fu Master and improved on it with numerous features, including more combat moves and the use of various weapons. Perhaps most importantly, Double Dragon was the first such beat 'em up to incorporate two players participating simultaneously. Just imagine, if it wasn't for the Double Dragon coin-op, we might not have topper games like Final Fight or Streets of Rage.

Billy and Jimmy Lee share everything - the same fashion sense, the same hairstyle, the same deadly martial arts skills and even the same girlfriend! They also share a common hatred of the evil gangster, Mr Big. So, when this veritable kingpin of crime arrives at their house and kidnaps their girlfriend, they're obviously a mite annoyed. Actually, "livid with rage" would be a more apt description of their temperament, as they swear vengeance against Mr Big and vow to annihilate his legions of karate-trained hoods.

This all boils down to the usual beat 'em up scenario. Simply travel the horizontally scrolling mean streets, dishing out extreme kung-fu justice to the hardened punks that cross your path. Of course, your opponents enter the fray heavily armed, but if you're cunning enough, you can deprive them of their weapons, pick them up and use them against their owners! Cool, eh?

But there's a long journey ahead of the lads, and danger lurks around every corner.





Scratch one punk!

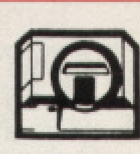


Ow!



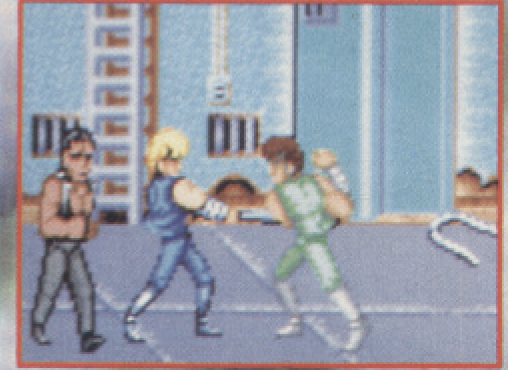
DEADLY TOOLS

A number of deadly weapons are available for use by the Double Dragons. These include whips (for the pervs among you), aluminium baseball bats, sticks of dynamite, rocks, knives and oil drums! Watch out though, because should a punk deck you, you instantly lose possession of the weapon.



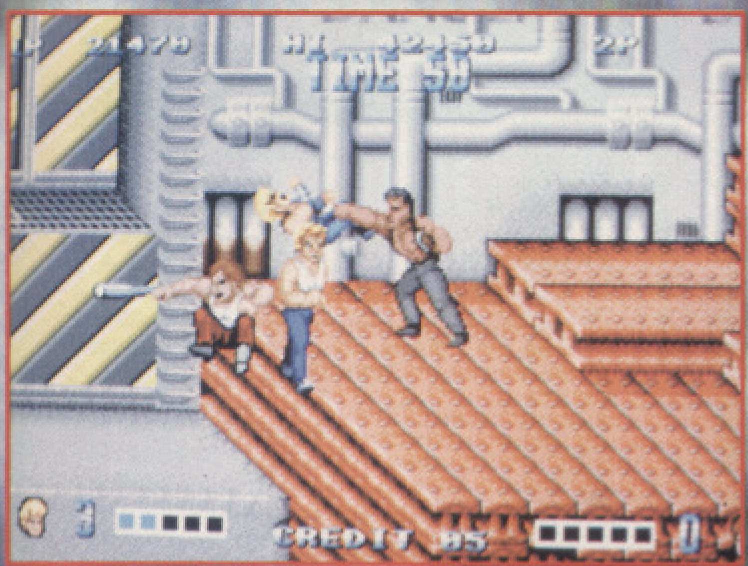


A fine offensive here.



Jimmy lays into his opposition with the fists

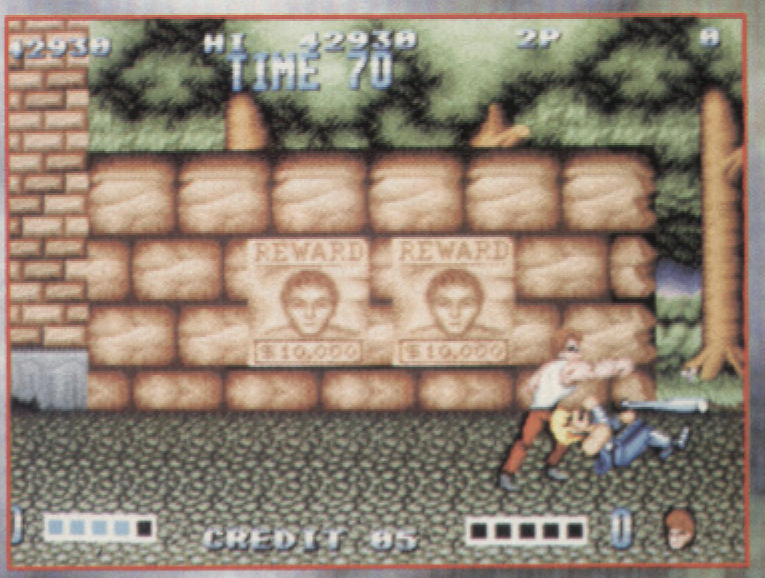
Once again, Jimmy is decked by a vicious cuff.



Jimmy takes rather spectacular flying lessons.

Strange activities abound here.





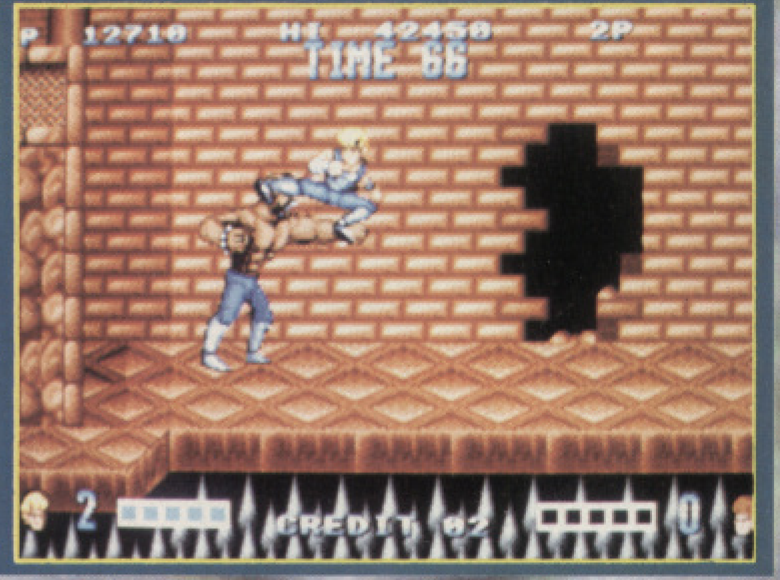
Lee avoids a crushing elbow blow.

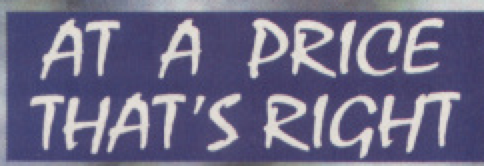


A PERILOUS JOURNEY

The Double Dragon journey takes place through three distinct sections, split into many smaller stages. First of all, the Dragons kick ass in the back street environs of a huge city. After that, their kung-fu antics continue through a dark and foreboding forest, until the lads reach Mr Big's fortress. And then the trouble really begins..

Jimmy Lee is well 'ard.





AT A PRICE THAT'S RIGHT

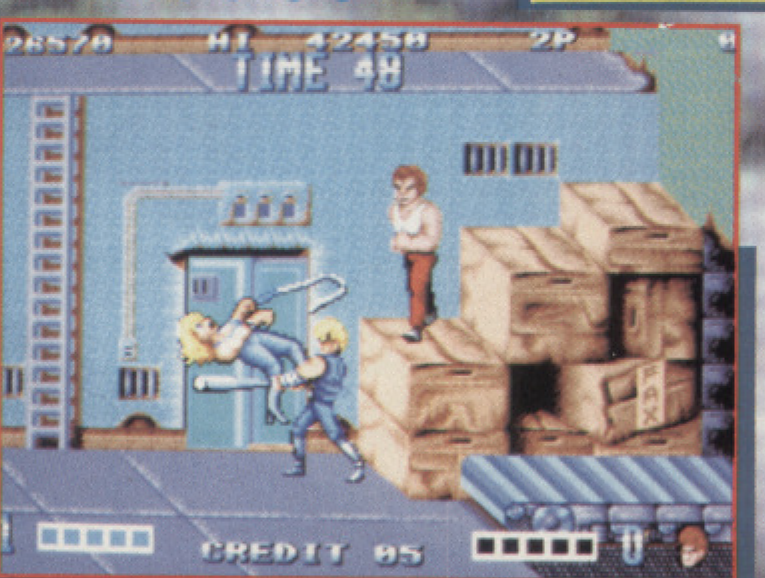
Megadrive Double Dragon retails at a cut-down price of £29.99. This is because the original coin-op is pretty old now, so the licence was snapped up at a bargain price. Ballistic hope to release a lot more "golden oldie" arcade games at this knock-down price.





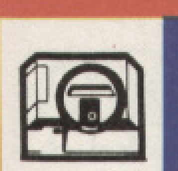
Gargle, gargle, gargle...





GRUESOME GUARDIANS

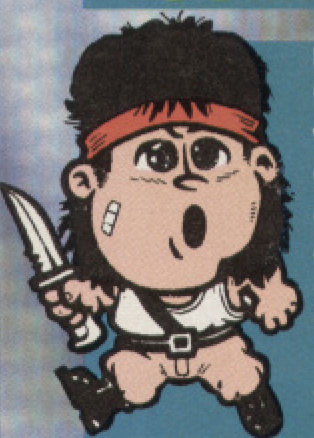
Progress through the game depends on successfully slapping about some pretty daunting guardians, dotted strategically around each level. These massive Hulk-like figures look pretty much the same, except that their colour changes through each level. They're armed with some pretty deadly moves, so keep your wits about you.





Groin injuries ahoy!

COMMENT



RICH

I really enjoyed Double Dragon when it first came out in the arcades. After all, it was a milestone in the history of arcade combat games. This conversion is virtually identical to the coin-op, with graphics that are almost exactly the same. It actually improves on the original in one way because it doesn't slow down at all. On the down side, the bone-crunching sound effects aren't as good though as the coin-op, and the game is a lot easier than the arcade. I think that the easiness of the game is perhaps the biggest criticism I have. In two-player mode, MEGATECH editor Paul Glancey and myself completed the game on our first attempt. Perhaps if there weren't so many continues, the challenge would be stronger. The end-game sequence is also extremely disappointing. Although the £29.99 price tag is welcome, I can't help but think that you should save up an extra fiver and purchase Streets of Rage.



Vicious, eh?





Jumping over the broken bridge is essential unless Jimmy fancies meeting a watery grave.



COMMENT



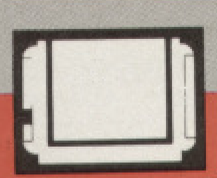
JULIAN

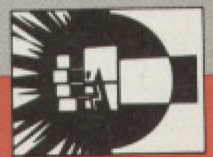
Double Dragon is an old favourite of mine and it's great to see it on the Megadrive. Graphics and sound-wise it's nigh on perfect, all the moves of the original have been included and the game plays exactly the same way... except that the opponents are far too easy to knock out. In the original arcade game the opposition were tough and wily and it took a lot of practice to battle your way through the game. Sadly, on the Megadrive the enemy hardly put up a fight and it doesn't take long before you're punching them all over the shop and cutting a swathe through to the end. I finished the game within fifteen minutes of getting it, and I think that even the most hopeless player won't need to use all of the available seven credits, each with seven lives to finish the game in one sitting. There isn't even a difficulty setting to make it tougher. Had Double Dragon provided a challenge, I would have thoroughly recommended it. But it doesn't, so I won't.



BY: BALLISTIC
PRICE: £29.99
RELEASE DATE: MAY
GAME DIFFICULTY: EASY
LIVES: 3
CONTINUES: 6
SKILL LEVELS: 3
RESPONSIVENESS: GREAT







PRESENTATION 53%
A fair range of options, but the presentation screens are quite poor.

GRAPHICS 82%
The backdrops are exactly the same as the coin-op, and the sprites are okay as well.

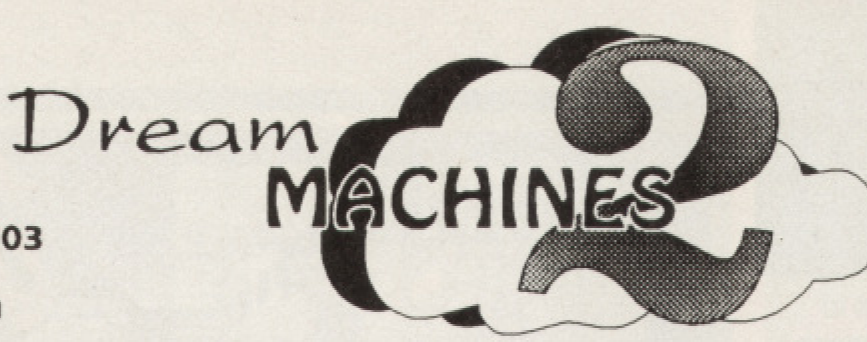
SOUND 59%
A series of irritating tunes back the action, and the sound effects are rather lacklustre.

PLAYABILITY 85%
All of the super beat 'em up action of the coin-op is faithfully reproduced here...

LASTABILITY 35%
...but the game is extremely easy to complete, and there's not much compulsion to return to the game once you've finished it.

OVERALL 59%
An excellent arcade conversion ruined by its complete lack of challenge. We'd like to see more arcade classic games from Ballistix - but make them harder

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Poor old Mr Big. All he wanted was someone to share his twilight years with and his one chance was ruined by the Lee brothers. Mind you, perhaps he shouldn't have just kidnapped their girlfriend and tied her up, but then that's criminals for you. After the Lees rescued Marion (for it was she), Mr Big got a bit upset and decided it would be best for all concerned if he were to kill her. Understandably, after all the trouble they went through to free Marion in the first Double Dragon game, Billy and Jimmy Lee were slightly miffed by this turn of events and so set out to avenge her death and put a stop to the evil activities of Mr Big.

So begins Double Dragon II, the Megadrive conversion of popular sequel to one of the most successful coin-ops going. You play the part of Billy Lee (and your pal plays Jimmy in two-player mode) and you wander the pseudo-3D horizontally scrolling environment slapping people about until they die. At the end of the game stands Mr Big and only by killing him can Marion's spirit be truly laid to rest, or something.



CONTROL METHOD OF DOOM

The control method of Double Dragon II is interesting to say the least. No matter which way you are facing pressing A results in an attack to the left whilst C aims a blow to the right. B is used to jump, although you'd need springs on your feet to jump like the Lees. This method makes it much easier to fight your way out of corners, although it still pays to learn the special moves, such as the famous jumping cyclone kick.

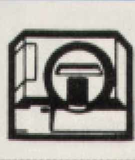
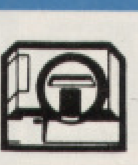


COMMENT



RICH

What a shambles! The original Double Dragon II coin-op was no great shakes, but this conversion is simply tragic. The graphics are deformed and ungainly, the sound is hopeless and the gameplay is just completely pathetic. Double Dragon I may have been easy to complete, but it was pretty good fun while it lasted. This sequel, on the other hand, re-defines the term "tedious", with its slow, plodding movement and jerky scrolling. Megadrive Double Dragon fans should definitely have a look at Ballistic's conversion of the original coin-op, although I'm sure beat 'em up fans would agree with me when I say that Streets of Rage is still the best combat game for the Megadrive. Either way, just ignore this smelly, rancid cart, and look elsewhere for your beat 'em up thrills.

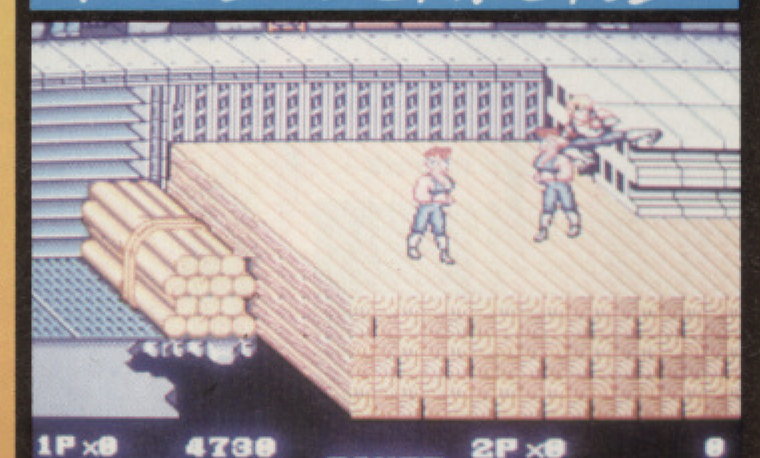
ON

COMMENT


RAD

Lordy me, it would seem Double Dragon II has set Megadrive software back years. The graphics would look poor on a Master System, the sprites are badly drawn and stiffly animated and the backgrounds are oh-so-boring. The sound is feeble in the extreme, with a poor excuse for a soundtrack and crippled effects. Although the control system is quite a novel idea, the responsiveness is so poor that it doesn't help much at all. Luckily your suffering is cut short as Double Dragon II is so easy that only Mr No-Hands could fail to complete it on their first go. Beat 'em up fans would be well advised to run away from this release at high speeds.

GRABBING YOUR FOES' WEAPONS

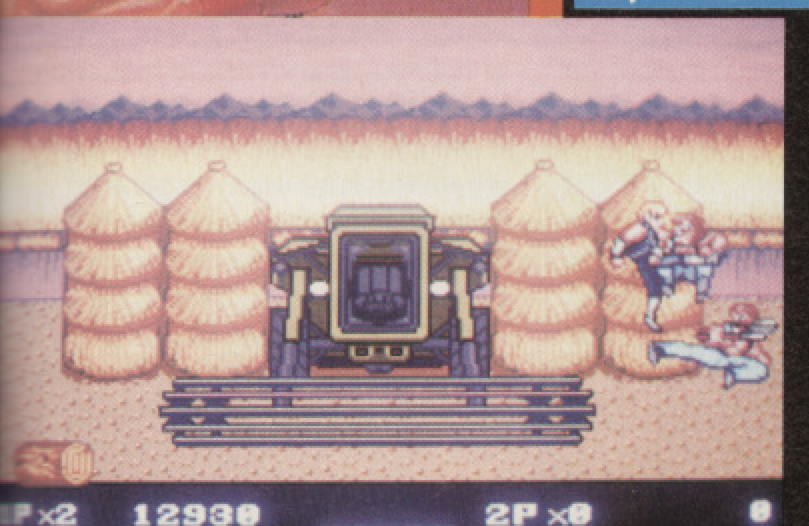


One of the features which made the original Double Dragon so innovative was the ability to pick up the weapons of vanquished foes. It's no surprise that this all-important element has been included in Double Dragon II. There are a number of weapons available for killing people with, ranging from the well-known knife through maces and shovels all the way up to hand grenades! There are also a number of large objects, such as logs and boxes which are hurled at the enemy for mass damage!

▼ *Jimmy lays into two women and their massive, deformed "friend".*



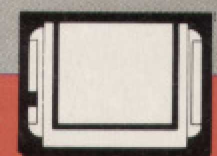
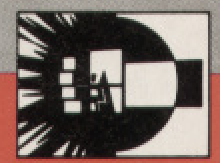
HARVESTER OF SOULS



There's a lot more to this mission than just hitting people. There are a number of dastardly pitfalls and traps to avoid too! A number of battles are fought on cliffs or high walkways where there is an ever-present danger of being knocked off a ledge and falling to your doom. There's also a combine harvester, driven by a member of Mr Big's gang. This runs you over and bales you up ready for storage, unless you avoid its whirling blades of doom.



BY: HALSOFT
PRICE: £35.00
RELEASE DATE: IMPORT
GAME DIFFICULTY: EASY
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: DODGY

1-2 PLAYERS



PRESENTATION 43%
A few options but that's it really.

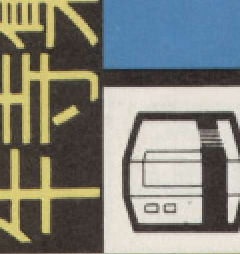
GRAPHICS 39%
Primary-school sprites in shabby colours animate themselves shoddily over boring backgrounds

SOUND 37%
The sound is conspicuous by its poorness. The tune is bland and the effects follow suit.

PLAYABILITY 40%
The control method takes a bit of getting used to and although it's a good idea it's wasted on the snooze-inducing gameplay.

LASTABILITY 19%
It's easy, it's boring, it doesn't last very long at all.

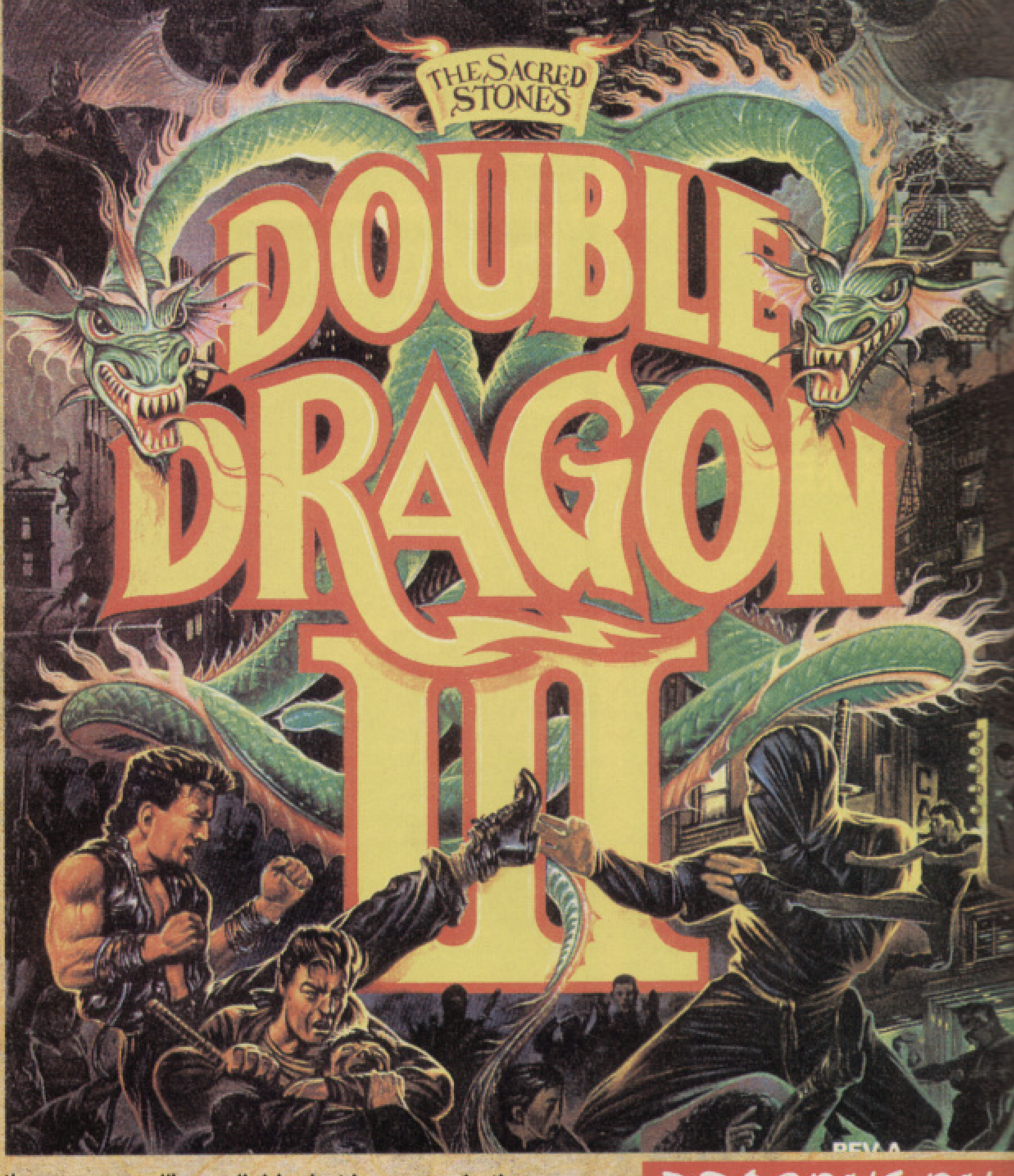
OVERALL 30%
A lacklustre conversion of a coin-op that wasn't so great to begin with. There's nothing to do and it just isn't worth the money.



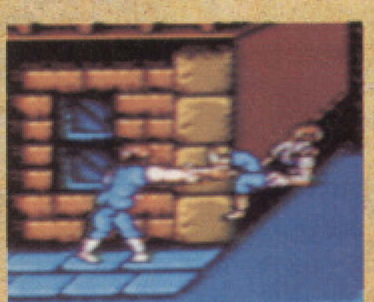
Who'd be a martial artist, eh? Take Billy and Jimmy Lee for instance. You might have thought that their unrivalled mastery of combat techniques would assure them a trouble-free life, but it's just not so.

Perhaps their run of bad luck has something to do with Marion, their mutual girlfriend (an arrangement which perhaps should not be discussed in polite company). First of all, the girl was kidnapped by My Big, until the brothers Lee decided to rescue her and destroy the crime empire. Being a bit miffed at this, the evil crime boss shot Marion, leaving the Lee chaps to avenge her death and find someone capable of resurrecting her.

In this, the third of the famous Double Dragon series of multi-level scrolling beat 'em ups, Marion has gone and got herself kidnapped again. This time, Billy and Jimmy have opted for the easy route - they're going to pay the ransom. The trouble is, the ransom just happens to be the fabled Rosetta Stones, mystical artifacts with great powers! Now the duo once again face many dangers as they trot around the globe in their search for the stones. It really does say a lot for computer dating agencies doesn't it?



SLAPPING PEOPLE WITH YOUR TOOL

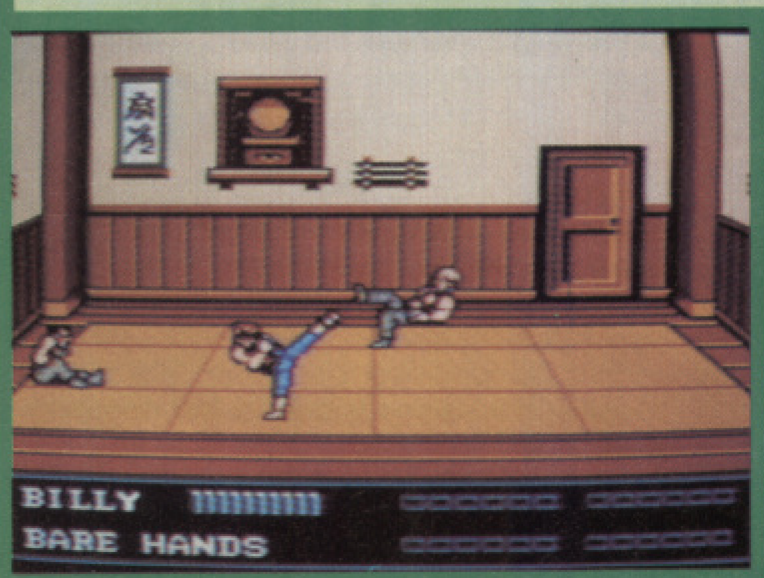




▲ *Billy Lee sends punks flying.*

Although a good old fist in the chops is usually enough to see off evil on the first few screens, there's nothing like a smack around the head with a broken bottle to put a stop to potential danger. Weapons such as these are readily available, but be warned - they usually start off in the hands of the enemy! Biff these degenerates soundly and steal their gear and you need never fear their odorous presence again. To start off your collection you are given a pair of nunchaku at the beginning of the game, but be wary, they are extremely cheap and have a nasty tendency to break.

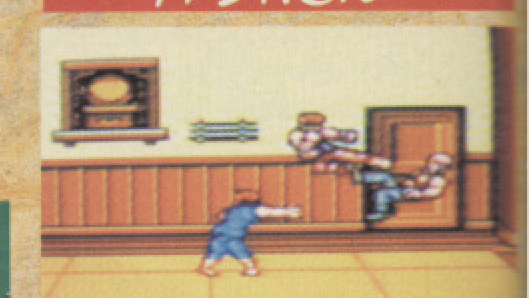
MARTIAL ARTS MALARKEY



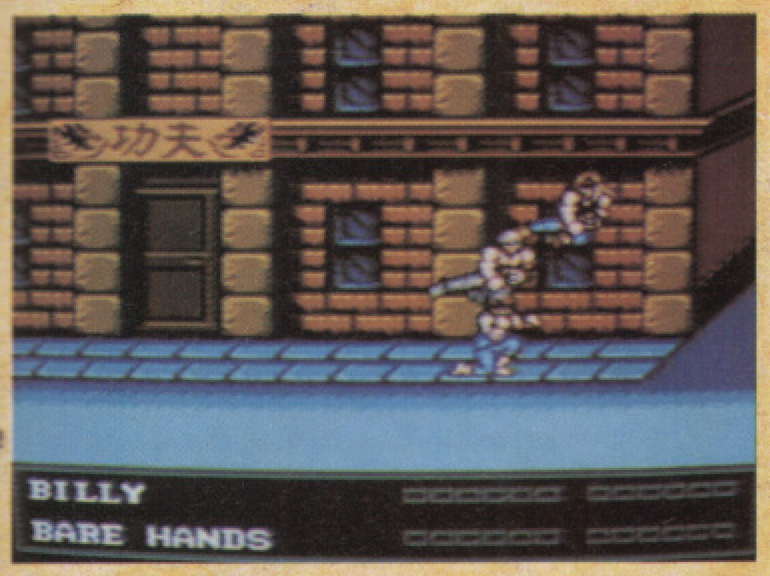


During their adventures the Lee boys have built up an impressive command of fighting techniques. Once you assume control of one of the Dragons it pays off to learn some of the more complex joypad and button combinations which result in moves such as spinning overhead throws and knee kicks, as opposed to sticking to the simple-yet-shambolic punches and kicks which regular button presses produce.

DRAGONS ON A STICK



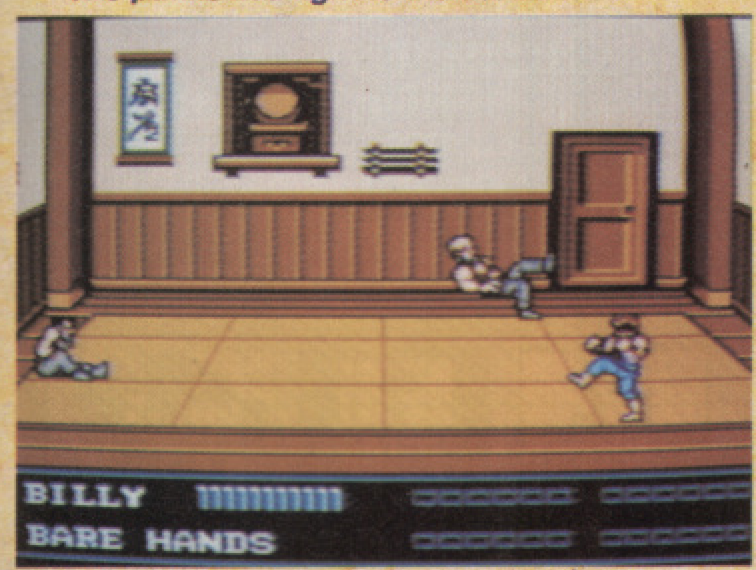
There are two double-player modes available to prospective teams. The first is a non-contact version of the game, where Billy and Jimmy are unable to hurt each other, but the second is the much more enjoyable competitive mode, where the brothers engage a fair proportion of time beating each other senseless. However both modes incorporate the special Flying Dragon move. To perform this technique, one Lee stands still while the other attempts to flying kick them. The stationary player then spins the attacking one and launches them at great speed at the nearest opponent.



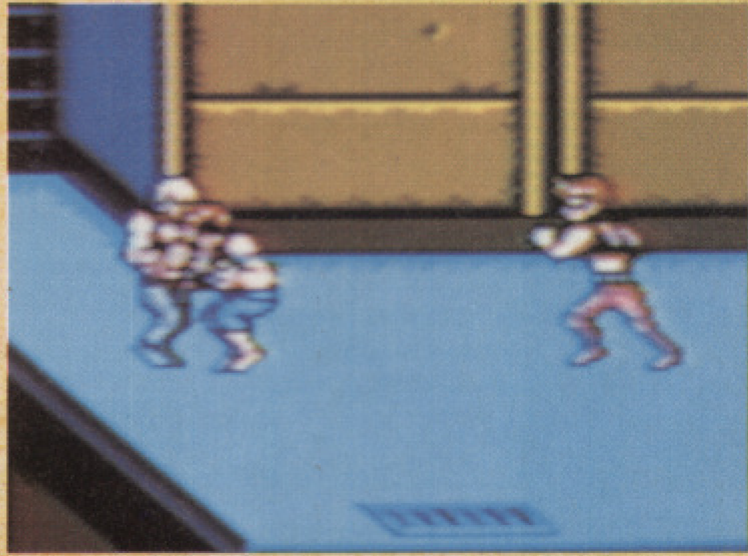
▲ *Armed only with his bare hands, Billy takes on two punks in a fight to the death!*



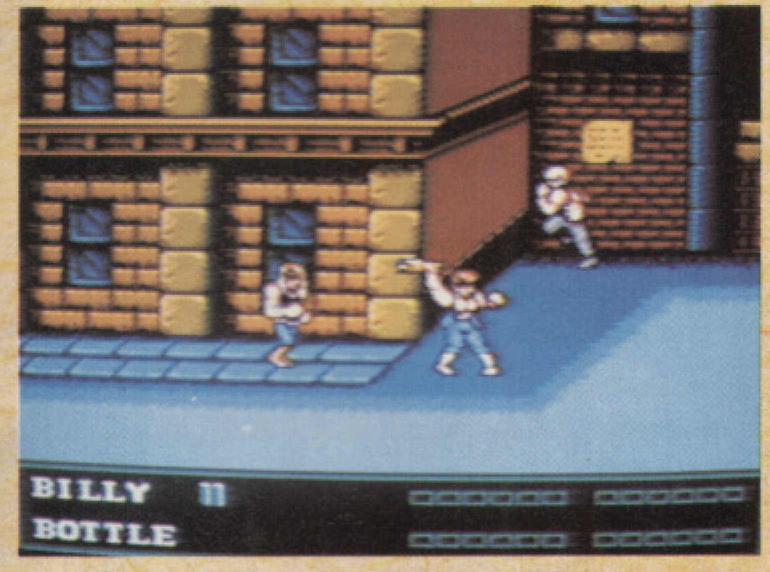
▲ *This picture of normal American street life is sure to lead to much fist-related activity.*



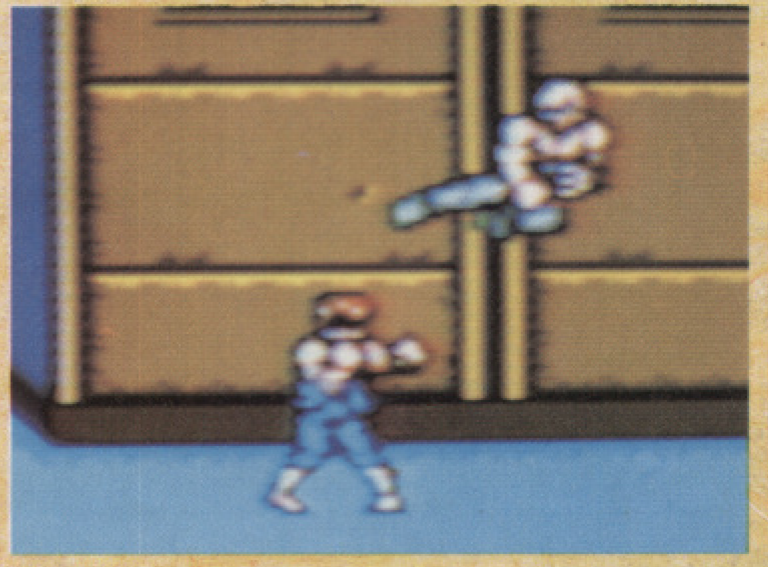
▲ *This is the room where the first blood in spilled - and there's plenty more to follow.*



▲ *Billy receives a swift cuff to the ribs, knocking the wind out of him.*



▲ *Billy's about to bottle some unlucky street dweller.*



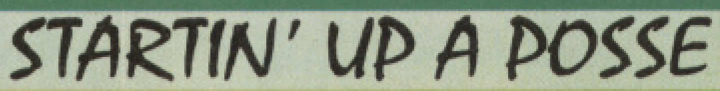
▲ *Billy guards himself against a flying kick style attack.*

COMMENT



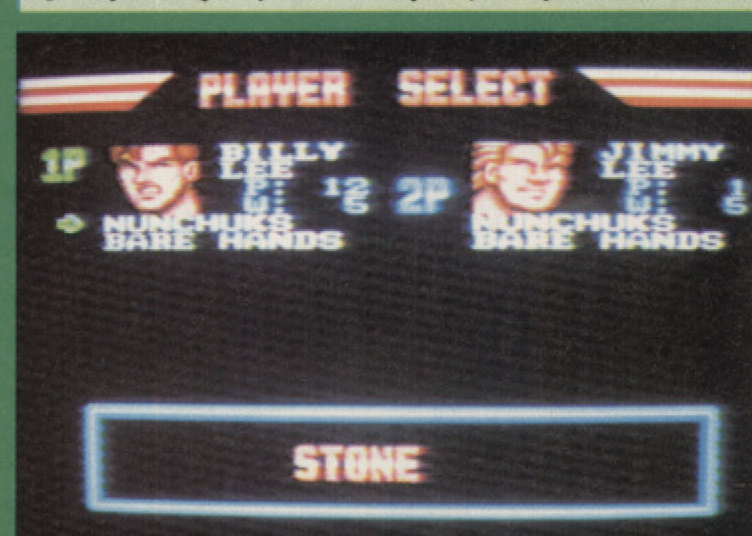
RAD

Where did the programmers of this game go wrong? It's not the graphics - they're great, with loads of detailed and colourful sprites ninja-ing around thanks to the extra graphics chips contained in the cart. It's a shame they didn't see fit to do the same thing with the sound, though, because that's particularly weedy. Still, it's neither of these that really spoils the game. The control method is a little fiddly to start with, it must be said, but you do eventually get used to it. What does seal Double Dragon III's mediocrity is the stupid difficulty level. The enemies have a habit of just crowding around you and pummeling away. This makes the more complex moves almost impossible to perform and renders the simple moves completely useless. This makes the whole thing unnecessarily frustrating and it becomes boring in a very short space of time. Given more lives or slightly less intelligent enemies this could have been outstanding, but as it is Double Dragon III is a very annoying and frustrating game.

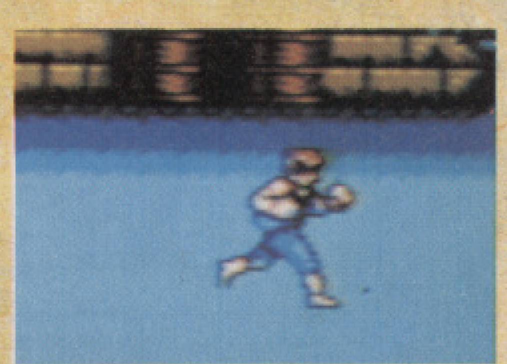


STARTIN' UP A POSSE

Although the majority of your opponents are scabrous mercenary fighters, two of the greatest opponents you face are honourable, if misguided martial arts senseis. The two men in question are Chin Seimei, China's iron claw grand master, and the supreme Ninja sensei Yagyu Ranzou. Once defeated, these two see the error of their ways and far from collapsing helpless into a pool of blood, they add their considerable talents to your cause. Each of the new characters effectively counts as an extra life. Along with the new abilities which the masters possess, they also have some rather smart hardware with which to dispose of their ex-allies, namely Chin's iron slashing claws and Yagyu's razor-sharp Ninjato blade. Choosing to play these men is a matter of pressing SELECT to call up a status screen. From here, your character is selected along with which weapon you want them to use.











COMMENT

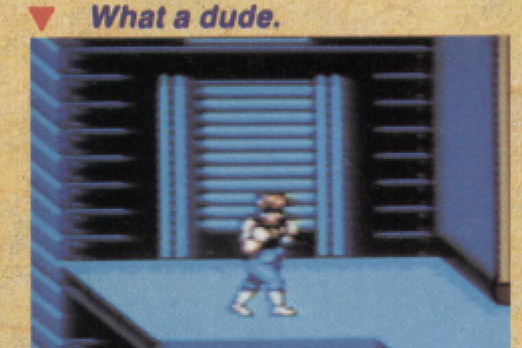
RICH

Arrrgghhh! I've played this game a lot over the last few months and it's taken me ages just to get off the first level! I just can't understand why the game's designers chose to make Double Dragon III so difficult. A good challenge increases a game's longevity, but this is just so tough you're instantly put off. It's a shame really, because this game has the best graphics of the Nintendo Double Dragon series. It also beats its predecessors in terms of depth as well. If you're a die-hard Double Dragon nut who completed the first two chapters of the series with incredible ease, I recommend this without hesitation. However, it's just too difficult and frustrating for the average games player.



▲ *Hiruko is a worthy ally... or is he?*

▼ *What a dude.*



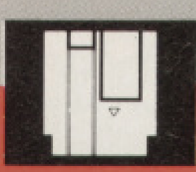




DOUBLE DRAGON III
The Sacred Stones™
LICENSED BY NINTENDO OF AMERICA INC.
© 1990 TECHNOS JAPAN CORP.

BY: ACCLAIM
PRICE: £34.99
RELEASE DATE: TBA
GAME DIFFICULTY: HARD
LIVES: 1
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: BELOW PAR

1-2 PLAYERS





PRESENTATION 81%
Lots of colourful intermissions and good in-game presentation, but only a few options.

GRAPHICS 84%
Colourful, detailed and fairly varied sprites and backgrounds, but the sprites are small and quite poorly animated.

SOUND 62%
A rather pathetic attempt at tunehood warbles away over a few decent effects.

PLAYABILITY 60%
The difficulty level is too high, making progress into the game tough and rather off-putting.

LASTABILITY 69%
Double Dragon III is certainly a large game, but only expert players will get any way into it at all.

OVERALL 65%
An arcade conversion that should have been great, but sadly isn't due to the very high difficulty level.

SPECIAL FEATURE

Double Dragon must be one of the most enduring games of all time! It's been converted to virtually every console known to man, has been responsible for a million clones and will soon be turned into a film! Jaz Rignall rounds up all the Double Dragon software available and gives you his opinion...



ROUND-UP

DOUBLE DRAGON

GAMEBOY

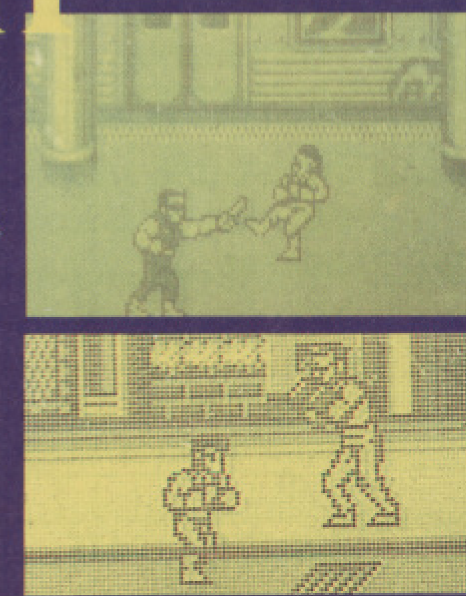
Although it's not a strict conversion of the original Double Dragon coin-op, this pocket-sized beat 'em up certainly packs a punch. With great graphics and sound, it features plenty of thrills and spills as you beat your way through the opposition - who certainly put up a fight! There's even a two-player link-up option for simultaneous vigilante antics!

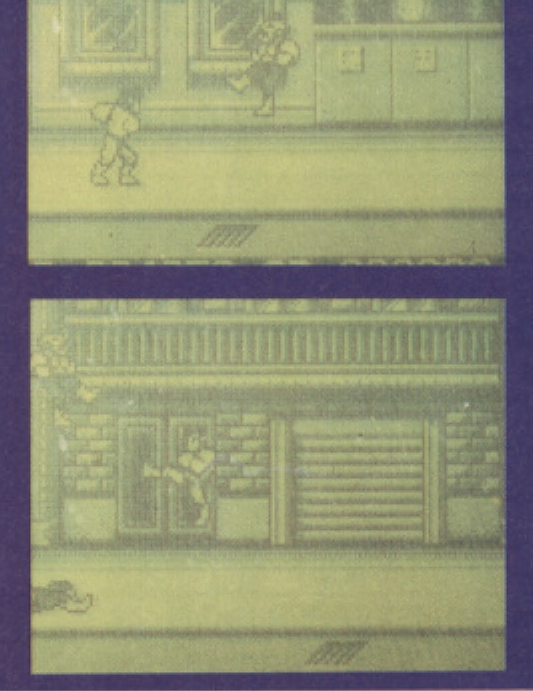
OVERALL 83%

DOUBLE DRAGON II

GAMEBOY

Not only is this more like the original coin-op, it also improves on the original Gameboy Double Dragon in every respect! The graphics, sound, playability and depth are all improved, making this an absolute must for beat 'em up fans.







OVERALL 88%

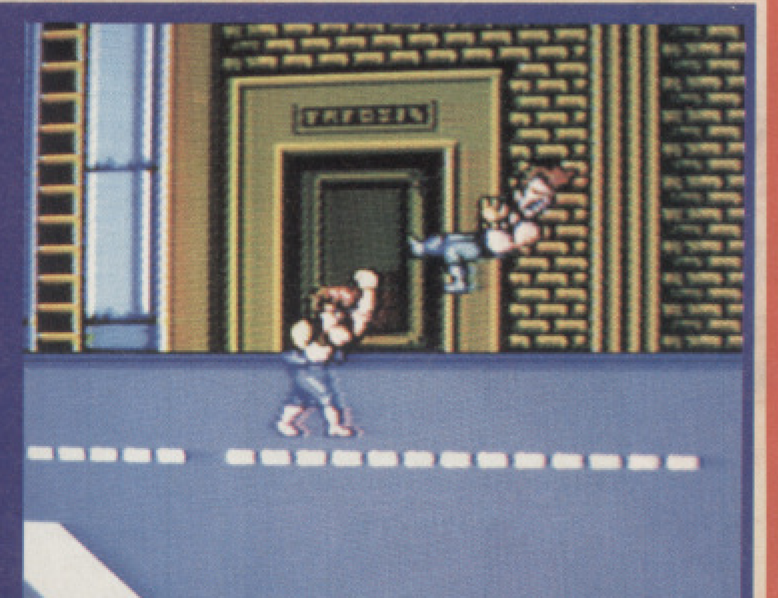


DOUBLE DRAGON II

NINTENDO

Even though it's rather rough around the edges, this is still better looking than its sequel. But where it really comes into its own is in the gameplay stakes. The action is great, with loads of enemy sprites to bash, lots of weapons to bash them with and a large landscape to bash them over. It's a great beat 'em up - even more so with two-players - and is highly recommended to Nintendo beat 'em up fans.





DOUBLE DRAGON

MASTER SYSTEM

Although the graphics are quite smart, the main let-down of this conversion is the rather low difficulty level and the fact that the sprites flicker quite a lot when things get busy. Even so, it's a fun game, and while experts might find they go through this rather quickly, beat 'em up beginners should find the action pretty enjoyable.

OVERALL 70%

DOUBLE DRAGON

NINTENDO

Graphically, this isn't outstanding - the sprites are small and the backgrounds aren't exactly the tops. Sound isn't great either, being rather weedy and unmemorable. But even though the cosmetics are average, the game does supply some pretty enjoyable beat 'em up action. However, when it comes to the bottom line, you'd be better off buying Double Dragon II which is better looking and a lot more fun.

OVERALL 72%



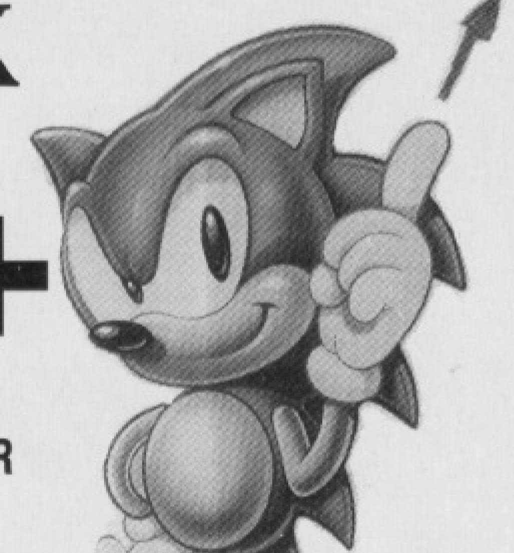
OVERALL 83%





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SEGA MASTER SYSTEM with control pads light phaser includes six games, Out Run, Golvellius, Zillion, Action Fighter, Rastan, (marksman/trap shooting and safari hunt) built in games hang on, safari hunt. £130 Basildon area. Tel. (0268) 591257.

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NINETENDO GAMES for sale. Mario 3, WWF, Snake Rattle Roll, Gremlin. Selling around £20 to £30. Phone Steven (0634) 362012 6pm.

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MEAN MACHINES issues 6-16 £5 each. Also C+VG 117-122 £5. Each with free handheld go!! Phone Robbie on (0656) 725548.

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ATARI LYNX II. Game Chequered Flag, unwanted gift. Power supply included. Sell for £90. Phone Sheffield 874834. Local sale only.

NINTENDO CONSOLE with Mario 3, Gremlins, Mario + Double Dribble. All for £150+. Will accept lower offers. Phone Leo on 0403 68688 (after 6pm).

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NINTENDO, nearly new for sale with five games including Mario Two and Three, Batman. Price £130. Phone Nick on 0602 289856.

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MASTER SYSTEM, L.gun. Fifteen games, joystick, R.F.U., everything boxed + instructions. Good condition £230 o.n.o. including Pacmania, R-Type, D-Dragon. Tel. (0480) 73558.

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MART



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ATARI ST 520. V.G.C. inc 50+ games. Dot matrix printer, joystick, no mouse, boxed. £275. o.v.n.o. Phone M.O.S. 0243 584653 evening after 5.30.

SEGA MEGADRIVE with JM '92 Mickey Mouse, TJ&E and Sonic. Still boxed. Only 2 months old, £195. Call Neil (0604) 863833.

FIVE EXCELLENT megadrive games for sale. Mickey Mouse, Hellfire, Rambo 3 and Wrestle War. £22 each o.n.o. Quackshot for £25. No swaps, if interested in this unique offer phone Simon on (0705) 267979.

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MEGADRIVE GAMES for sale, Quackshot, Toejam, F22, Interceptor, Ghostbusters. Ring 061-366 9235 ask for Gideon.

FINAL FANTASY II converted to run on Jap/USA SNE, SCART and instruction manual £25. Tel. 07684 86234.

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SEGA MASTER system pluys with light gun two controller. Five games including Sonic, Mickey Mouse, Double Dragon. Worth £190. Sell for £100. Phone 0797 222373 or 058 0 861271 ask for Kevin Francis or swap for Megadrive and one game.

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SEGA JOYPAD £10, Python 3 Joystick £10, SEGA 8-BIT converter £15, open to offers on all contact: 0322 551769. Also Megadrive games: 688 Attack Sub £20, Winter Challenge £25, Techno World Soccer £25.

NINTENDO N.E.S. version, Joypads, Advantage, Zapper, Super Mario 3, Super Off Road, Turtles, Mario 1, and Duck Hunt. All leads except switch box, and one TV lead. All packaging only four months old. Bargain at £120. Call Chris on (030 784) 400 after six.

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GAMES FOR SALE. (Megadrive) After Burner 2, £23. Hellfire, £25. Spiderman £25. Crackdown £23 (SEGA) Rampage £10 (no book). R Type £15. Pacmania £15. (Gameboy) Kung Fu Master £8. Mickey Mouse, Dangerous Chase £8. Telephone 0983 66938 and ask for James. Call now to avoid disappointment.

AMIGA 500 + ½ MEG upgrade + new mouse, two disc boxes and games including Captive, Eye of the Beholder, Cooperation, Kick Off 2, Awesome and F29, will sell for £250. Ring Steve (0622) 861583.

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NES LIGHTPHASER Robot Two. Joypads, SMB 2 + 3 WWF, Simpsons, and ten mor games. Advantage is boxed. £400. Phone Lee 021-350 8351.

SEGA MASTER system, four games inc Super Monaco and Sonic. Quick sale for £550 o.n.o. Tel: (0489) 885503. Quick, hurry now!

MASTER SYSTEM – 14 games. Worth £400+. Sell for £115. Phone Sam on Southend (0702) 74563. Quick sale needed.

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FOR SALE. Nintendo N.E.S. inc advantage joystick + 13 games inc. Super Mario Bros, 1, 2, 3, Simpsons, Track + Field 2, Blades of Steel, World Cup, Punch Out, Skate or Die. Sell £250 o.n.o. Contact (0480) 214639 evenings.

SEGA MASTER system with Mickey Mouse, Spiderman and coloumns. Excellent condition £115. Phone Gareth 081-908 5741. No cheques please.

NINTENDO NES. Converted to take American games plus four games Super Mario Bros One, Super Mario Bros Two, Double Dragon Two, The Adventures of Bayou Billy. All in original boxes. Perfect condition £100. Tel. 0772 863867 (Preston).

SEGA MASTER 2. Two control pads, 3 top games and boxed with guarantee. Will sell for £80. Phone Dave on 0625 871564.

SEGA MEGADRIVE + 4 games inc. Ghouls 'n' Ghosts, Shadow Dancer, Wonderboy III, Golden Axe. Worth £220, £165 o.n.o. Tel. 0948 85321.

SEGA MASTER system game for sale: Mickey Mouse £13, Impos. Mission £12, Golden Axe £10, Out Run £5, Golfamania £10, Hang On £5. Snap it up! Deals don't come better than this! If you're clever ring Oliver on (0272) 227150.

FOR SALE. SEGA Master System with four games and joystick. Worth £100. Selling for £60. Phone Andreas on (0923) 284387.

SUPER FAMICOM with CH1-CH2 option (PAL) with Super Adventure Island, Super-R-Type, Area 88, Ultraman, Actraiser. Still with 6 months warranty. All for £320. Phone Tim on Preston (0772) 634892 after 4pm.

MASTER SYSTEM II for sale. Brand new still boxed. Alex Kidd game, and two controllers. Twelve months guarantee. £50. 021-788 0574.

READ THIS! Spectrum + 3, light Phaser, 70 top games, 2 joysticks, disk drive. Please note if you want to play cassettes, you need a cassette player. Manual make your games with a 3D construction kit. Bargain £170. Call (0925) 766615.

NINTENDO with SMB 1 + 3. Everything boxed. One month old. Warranty has elven months left. £90. Tel. Oliver (0865) 515301 NOW!

ATARI LYNX, power supply, 2 player leads with 9 good games including Klax, Rampage and Ninja Gaiden. Perfect condition. All boxed with instructions. Worth over £450, sell for £190 or swap for SEGA Megadrive + games. Phone (0992) 460478. Hertfordshire.

N.E.S., mint condition, boxed, with 3 games. Punch-Out, S.M.B.I., £70. Tel. 0792 774967.

OFFICIAL GAMEBOY with Nuby carry case, Gamelight and nine games: Tetris, Fi-Race, R-Type, Navy Seals, Bart Simpson, Contra, Choplifter, Double Dragon, Golf. Everything fully boxed. Cost £285. Sell £175 o.n.o. Phone 081-691 7456 after 7pm, aks for Kimwen.

FOR SALE. Raleigh Mustang mountain bike. 15 gears, lights, £125. Also boxed Gameboy one month old with all leads, headphones, Tetris, Double Dragon and WWF Wrestling just £70. Mean Machines issues two upwards £2.20 each. Phone Robert 0471 822204.

SEGA MEGA C.D. plus two games. £350 o.v.n.o. Still in box. Tel. (0389) 52680. Hurry! Hurry! Hurry! Hurry! Hurry!

NINTENDO. Nintendo action set, good condition plus SMB one three, Zelda II, Snake Rattle 'N' Roll. 021-706 1919.

AMIGA A500. 26 games including Robocop 2, Rainbow Islands, Manchester United Europe. 2 Joysticks, Mouse. Instruction manuals. £300. Phone Darren (071) 515 9398. Also Spectrum 128K for sale £50. o.n.o. Complete with games. Contact same number and person.

S. FAMICON & Gameboy games. S. Famicom; Actraiser – £25 (95% – CVG), S. Mario World – £28 (98% – M. Machines). Gameboy; Rescue of Princess Blobette – £9 (without box or instructions). Burai Fighter deluxe – £13 (with box & instructions). Phone Peter on (0283) 702778 (outside school hours).

THE ULTIMATE GAMES machine the ultimate fighting game SNK Neo-Geo with one 55 meg Fatal Fury game mint condition. 2 mths old comes with U.S. 240v/110v Stepdown. Whole kit worth over £500. Sell for £350 including delivery. Ask for Gareth 0753 582267.

MEGADRIVE GAMES for sale or swap. Games are Eswat, Shadow Dancer, Budokan, S.R. Basketball, Forgotten Worlds, Rambo 3. All English , £20 each. Games wanted P.G.A. Golf, T.J. & Earl, Robocod or swap all games for Gameboy + games. Ask Daniel)0268) 750201.

MEGADRIVE for sale, hardly used, still boxed manual. Five great games like Sonic and Road Flash, one joystick, one control pad and stereo headphones. Worth £300 sell for only £280. 021 705 6699.

N.E.S. and game £60 or N.E.S.and 2 games £80. Still boxed and guaranteed. Phone Kelvin 0928 563085 between 3.30pm – 8pm.

MEGA DRIVE with Sonic and 2 Joypads. Excellent condition £90 o.n.o. Telephone John on 0865 62821.

N.E.S. with seven games. SMB2, SMB3, Duck Tales, Zelda, Bayou Billy, Double Dragon II, and Snake R + R. Worth £340 yours for £165 o.n.o. Eight months old. Good condition. Phone 0325 720 684 and ask for Richard. (Fully boxed with instructions).

FIGHTING MASTERS for sale £25, or swap for Streets of Rage. Contact Neil on (0429) 232852 after 4pm.

NINTENDO ROBOT with game for sale £40 o.n.o. Ring 0947 604112 ask for Marc.

25 MEGADRIVE GAMES for sale. Prices £10 – £20. (e.g. EA Hockey £18). Also Lynx for sale £40. Gamegear for sale £50. Various Lynx and Gamegear games £15 each. 6 in 1 Gamegear case £45. Ring Dan on (0602) 202295.

MEGADRIVE FOR SALE with 5 games including J. Maddens 1 & 2, 2 joypads, Jap adaptor. Will sell for £290. Phone Matthew on 0761 462572.

NES with six games, excellent condition SMB1, SMB2, SMB3, TMHT, Punchout, W. Wrestling £130 o.n.o. Phone Martin 051 342 6839.

NES with light gun, joypads and five games including SMB3 still boxed, 3 months old. Cost over £200 sell for £120. Contact Paul on 0742 786542 before 6.30.

AMSTRAD 6128 with disc drive £500 worth of discs and tapes. Great family computer. Including Street Fighter and Out Run on disc. Also Megadrive with six games and a M.5 converter with four games plus gun all £330. 0925 225619.

OFFICIAL DRIVE with extra pad (turbo) and 6 games, Maddens, Monaco GP, Mickey Mouse (Castle of Illusion), Eswat, Altered Beast and a Jap Alex Kidd. Tons of mags. £200 or swap for Amiga A500 and manuals. Jon (0636) 79327.

BRITISH MEGADRIVE six games (Populous, EA Hockey, PGA Golf, Ghouls and Ghosts, John Maddens and Super Monaco) Japanese convertor, Sega convertor, two Sega games (Super Kick Off, Golfamania) and two control pads. Fully boxed. £300 ono. Ring Kevin (0272) 573445.

JAPANESE MEGADRIVE two joypads, four games including John Madden's Football, Ghouls and Ghosts etc. Also Master System converter, four games: Golfamania, Moonwalker, World Soccer etc. Everything boxed and in good condition £250. Phone Ben on 0527 861236 after 4pm.

ATARI ST FOR SALE excellent condition, over 150 games £300 ono. Phone Scott 0889 578009.



FOR SALE

NES CONSOLE Python 2 joystick, controllers, games: B. Manta, SMB £60 mint condition. Call Phil after 4pm (0483) 61211.

NES GAMES 10 for sale, Duck Tales, Rollergames, World Wrestling etc £15 each. Call Phil (0483) 61211 plus £1.50 p&p 5pm.

GAMEGEAR WITH five great games, all boxed with full instructions. Excellent cond. Worth £210. Total bargain at £160, you would have to be a loony, loony, loony to miss this one. Call Bean on 0625 522076.

MEGADRIVE GAMES for sale, £15 each, 688 Sub Attack, Fantasia, James Pond, Twin Hawk, Altered Beast and World Cup '90. Phone 081-399 0995.

JAP PAL MEGADRIVE for sale, 4 games. Games are: Mickey Mouse, John Maddens, Golden Axe and Aero Blasters. 2 joypads, all leads etc. vgc. Only 2 months old, everything boxed with instructions, worth £270, sell for £190. Dan 0708 751858.

NES FOR SALE with 9 games, worth £335, sell for £250. Includes Controllers, Zapper and SMB3. Ring 051-342 6492.

MASTER SYSTEM GAMES Operation Wolf, California Games, Dynamite Dux, Super Monaco GP, £17 each. Also columns on Gamegear (£13). Call Tarek (0244) 675272.

JAPANESE MEGADRIVE with Sonic and Mickey Mouse. Excellent condition with audio video leads and PSU. Boxed only £120. 0275 856281.

NES FOR SALE Zappper Gun, Rob Robot, 12 games: Turbo Racing, Silent Service etc. All boxed £230 ono. Evenings 0255 830850.

SEGA MASTER SYSTEM five games includes Operation Wolf, Thunder Blade, £100. Must be in Birmingham area. Phone James on 021-779 3207.

GAMEBOY FOR SALE original pack. Tetris, etc. £50 ono. Send to Alex at P.O. Box 4AT, Rathbone Place, London W1A 4AT.

MEGADRIVE GAMES for sale: Alien Storm (Jap), Gynoug (Jap), Hellfire (Jap), Blockout, £20.75 each. Spiderman (Jap), Robocod, Bare Knuckle (Jap), £21.75 each. Dick Tracy (Jap), Magical Hat (Jap), Moonwalker (Jap), £16.75 each. PGA Golf, Roadrash, £28.75 each. Send cheques/PO's to A. Turner, 55 Welwyndale Road, S. Coldfield, W. Midlands B72 1AN. Alternatively send a s.a.e or ring 021-373 7535 to reserve.

LYNX ADAPTOR batteries, earphones, portable mini speakers, Electrocop, Klax, boxed. Worth £250 sell £175 ono! With delivery. Phone 0286 871515.

AMIGA 500 with ½ meg upgrade, 40 games, many extras, mint condition £350 ono. Tel: 0425 618080.

GAMEBOY FOR SALE including Tetris, Super Mario, Turtles, Chase HQ, Golf worth £155, sell for £100 if interested. Call Kevin on 0803 612588 in very good condition.

SEGA MASTER SYSTEM + three games + light phasor and all leads. Bargain £40. Tel: 0424 717138 after 5pm week days.

SPECTRUM GAMES for sale. Top games, Streetfighter, Silkworm, also Spectrum interface brand new, all £30. 41 games, also first issue of Game Zone wanted will pay £1. Tel: 021 205 6699.

SPECTRUM + 3 disk, boxed, two joysticks, 12 games incl: Mickey Mouse, Batman, Robocop, Double Dragon, £90. 081-940 1474.

JAP MEGA DRIVE (Pal) + 8 games £200 ono and Nintendo + Mario 2, £60 ono. Phone Scott after 6pm 021-356 8841. Both £250, hurry please.

MEGADRIVE I have 11 top games for sale. Prices range from £20. Games like Road Rash, Strider, Batman, Ghouls 'n' Ghosts and 7 other 90% games. The games are Jap, English, American. Phone 081-890 7000 and ask for John.

NINTENDO NES plus two joypads, advantage joystick and games Super Mario 3, Rad Racer, R.C. ProAm, Turtles, Link, Batman all for £175. All this is worth over £270 but yours for £175, yes only £175, £175, £175. Contact Simon 081-890 7000.

MEGADRIVE PC ENGINE and Lynx II for sale including games, 6MD, 3PC-e, Z Lynx and all joypads, 4 player tap and psu's, PC engine and Lynx boxed. Everything PAL, Megadrive, Jap text only. Can be converted, £350 ono. Phone Simon after 6pm 0787 269671 (Essex).

ENGLISH MEGADRIVE 2 joypads, 5 games including Altered Beast, Super Monaco GP, World Cup Italia 90, Streets of Rage and John Maddens Football. Computer and all games are boxed with instructions. Bought just after Christmas, all in mint condition. Worth £285, will sell for £195. Phone 021-772 7816, ask for David.

GAMEBOY with 5 games for sale, £100. Road Rash, Sword of Vermillion and Immortal for £25 each. Excellent offers. Phone Guy 081-693 3545.

GREAT DEAL! Atari 520ST for sale. It includes two joysticks, an interface extension, mouse and mat + £300 of original software and a top art package. Everything packaged as new. Open to reasonable offers. Ring David Try 0784 433707.

SUPER MARIO 3 NES game for sale, only £25 in good condition. Boxed with instructions. Phone Jeff on (0383) 722877.

SEGA MASTER SYSTEM games: Double Dragon and Moonwalker for sale, £20 each or £35 for both. Tel: Aylesbury (0296) 434503.

BARGAIN!! NES with Zapper, Robot, joystick, 2 joypads and 8 games including Super Mario III. Worth 370 pounds altogether. Will sell for £200+. Ring 0934 833189 and ask for Jonny or Alex (ring after 4pm during weekdays please).

FOR SALE Megadrive with ten top games, worth over £400, will sell for £300. If interested please contact Nico on (0925) 224842. £300 or nearest offer.

GAMEBOY WITH SIX games including Simpsons, Batman, Battletoads and Super Marioland. Boxed in perfect condition. Headphones, 2 player lead £110. Reading 0734 411979.

SPECTRUM + 2 128K in good condition. over 80 games, from simulations to fantasies, joystick included, £60. For details phone 0865 735777.

NES SYSTEM with light gun and 9 top games. All boxed and in excellent condition. Games include: SMB3, Mega Man 2, Star Wars, Captain Skyhawk, Track and Field 2, Burai Fighter, SMB1 and Duck Hunt. Bargain at £200. Tel: 0706 818685, Andy.

SPECTRUM 128K +2 for sale. In good condition. 40 + games also. Sell for a bargain £70. Contact Gary (0602) 251830.

PLEASE SWAP a mini TV for a Gameboy. Also sell a good Amiga, only 7 months old with five games, for only £250. Ring Jamie on (0227) 721525 NOW! Also has anyone got a Gamegear car adaptor.

ATARI 520 STFM 20 originals and 8 demos, mouse, mousepad. Phone Matthew Andrews on Horsham (0403) 68851 after 5.00pm. £250 ovno.

MEGADRIVE FOR SALE includes Sonic the Hedgehog and F-22 Interceptor, £180. Phone Lee after 7.00pm Mon-Fri and weekends. Tel: 0284 753745.

NINTENDO NES light gun and 13 games, all boxed with instructions, including SMB 1, 2 + 3, Kabuki and Duck Tales. 9 months old, vgc. New worth approx £350, sell for £150 ono. Phone Phil (0633) 214091.

AMSTRAD CPC 464 with colour monitor, joystick and about 80 games. All for £100. Tel Sean on (0622) 743003.

NES FOR SALE with advantage joystick and 5 top games, including Star Wars. Unwanted gift, only 3 months old, hardly used, still boxed. £145 ono. Tel 0628 781814, ask for Steve.

MEGADRIVE GAMES for sale. Revenge of Shinobi £12, Ghostbusters £10, Immortal £18, Japanese Shadow Dancer £10, Moonwalker £10, Golden Axe £10. All in perfect condition. All sent recorded delivery. Phone 0633 420727. Wanted: Ace issues 1, 26, 27 & 32-38. Will pay £3 each.

OFFICIAL MEGADRIVE PAL plays American, Japanese games. Two control pads, power stick, boxed, top condition. Thirteen of the best games. Games include John Maddens 1992, EA Hockey, Strider, Shinobi, Sonic Hedgehog, £410 ono. Quick sell required. Tel: 0272 540601.

AMSTRAD 664 disc drive, mouse, art package, over 70 games. Discs and tapes, other goodies, £250. Phone 0502 582133 evenings only.

AMSTRAD GX4000 pristine condition, only a couple of weeks old. Unwanted present, £50. Phone 0249 652069.

FOR SALE Nintendo console with four games, Turtles, Festus Quest, Simons Quest, Adventure of Link. Value of £180. Will sell for £80 ono. Phone Daniel after six 021-427 5391.

GAMEBOY GAMES Ballon Kid and Aerostar, boxed £15 ono. Phone Ross 0633 26210 after 4pm. Or swap for NES game.

ENGLISH MEGADRIVE for sale, Jap adaptor, 2 pads, 10 excellent games, all boxed only £350, or an offer. Call 0923 240972.

NES, NES ADVANTAGE and 9 games, including SMB 1, 2 and 3, DD2 and Power Blade. Also zapper and 2 controllers, worth £425. Will sell for £210. Ring (09657) 276 after 4pm and ask for Michael.

FOR SALE FAMICOM 5 games £330 or will swap for Amiga 500. Contact Darren after 5pm on 051-263 1153.

MEGADRIVE (JAP) five great games cost £375, sell £230 ono, or swap for Amiga 500. Ring Jamie 0761 437314 after 3pm.

JAPANESE MEGADRIVE! accepts Japanese, American and English cartidges. Scart and Pal compatible. Also eleven games including John Madden, Streets of Rage, Ice Hockey, Super Monaco GP, Immortal, F22 Interceptor and five more games, two joypads! Quick sale £380 ono. Phone (0582) 609533.

SCART FAMICOM two pads, PSU, 10 month guarantee, Hyper Zone, Brilliant Racing/Shoot-em-up game, £172. Price includes first class, recorded delivery postage and packing. Or swap for NEO-GEO (no games required). Write to Mark for a 100% reply. 67 High Street, Maxey, Peterborough, Cambs PE6 9EE. P.S. Before you write please make sure that 'SCART' is definitely what you require.

MEGADRIVE GAMES for sale £15 each, Cyber Ball, Shadow Dancer, Fatman and Alien Storm. C.B. is English, rest are Jap. Tel: 081-898 0447.

COMMODORE 128 1571 disc drive, Datasette Unit, Action Replay cartridge, joysticks, hundreds of pounds worth of games etc, on cassette and disc, plus spare discs and tapes. £300 ono. Tel 0782 811506. Or swap for Amiga or ST.

NINTENDO GAMES Popeye, Kung Fu, Ice Climber, Urban Champion, Super Mario, Tennis, Balloon Fight, £40. Some Gameboy titles also. Tel: 071-727 5135.

AMSTRAD W/P keyboard 256K, £50, and PCW 8256 printer £155. Good condition, 32 pin! Phone 081-467 2310. Between 5pm and 7pm.

SEGA MASTER SYSTEM 7 games, two joypads, light gun, £135 ono. Phone Andrew 0332 862586. Brook House, Wilson Melbourne, Derby.

MEAN MACHINES issues for sale: 1, 2, 3, 4, 5, 6, 11, 14. Offers? Write quick to Nick, Beudy, Cringoed, Aberaeron, Dyfed SA47 0RX. SFC contacts wanted.

BARGAIN I'M selling my Atari ST520 with mouse joystick and games for £200 ovno or will swap for a megadrive with at least 2 games and take all carts. If interested phone Mick 081-671 2548 no time wasters. (London).

MEGA DRIVE plays Jap, American, British and Australian games. Including Super Shinobi, Sword of Vermilion, Strider, Super Monaco and brand new Quick Shot Python Three joystick, plus instructions and mags. Will sell for £160.00. Contact John on 0924 250863.

SINCLAIR ZX Spectrum+ 3 discdrive for sale with two joysticks, manuals, 30 full price games, 40 budget games. £50 tape recorder. £50 worth of magazines with free tapes. Phone David on 0222 491301.

PC ENGINE GT handheld, with 5 excellent games. All boxed, with instructions and in perfect condition. Less than 5 months old, unwanted gift. Total cost new over £400, sell for £250. Phone on (0533) 792981.

N.E.S. – twelve games – SMB3, California Games, Top Gun (etc), Track & Field II, v. good condition. Worth £440, selling £220 (app). Phone Martin (026583) 4595.

PAL MEGADRIVE takes all carts. With 6 games: Ghouls 'n' Ghosts, John Madden, Tunder Force II. Sell for £160. PHone Eddie 0860 359386.

GAMEGEAR NEW with box, twelve games in one cartridge, AC adaptor. All for £240. Phone Steve on 081-556 4778 after 7pm.

UK MEGADRIVE with 5 games inc Quackshot, 2 joypads and Jap converter £145 ono. Also Nintendo with Robot and 5 games and gun £50 ono. 081-868 4589.

MASTER SYSTEM joypads, 3D-glasses, Phaser and eight games (1 built-in), Ghostbusters, Afterburner, Dynamite Dux, American pro-football, Outrun, World GP, Blade Eagle 3D, Missile Defence 3D. Original box, instructions, £120. Tel: (0494) 437672 after 5pm.

NINTENDO £250 NES advantage, infra red control pads, nine games, Zapper Gun, Dragon Ninja, California Games, Duck Hunt, Mario. 081-691 7582.

GAMEBOY six games, case, magnifier, link up, headphones. All boxed. Worth £200. Selling for £125 ono. Tel: Paul 0633 214091.

COMMODORE 64 for sale. Over 50 top games, joystick. Sell for £60 or swap for Gamegear. Phone after 6pm on 04022 23943. Phone quick and I might throw in a mouse.

FOR SALE AMSTRAD 464 CPC. Perfect condition, colour monitor, printer input and floppy disk input, over 100 games. Best include: F16 Fighter Pilot, 2 joysticks. All worth over £600. Mad to sell for £260 ono. Contact Robert on 0737 768900.

MART ☆

SEGA MEGADRIVE runs all cartridges, three joypads, mini speakers, dust cover and cartridge cleaner. Also Sonic the Hedgehog, Mercs, Alien Storm, Super Hang-on. £150. Telephone 081-778 2992. After 7pm and ask for John.
FOR SALE power glove for NES, brand new Christmas present £30. Tel: 071-237 1538. Phone any time.
YAMAHA PSS-170 electronic keyboard with 100 synthesised sounds, 10 rhythms, tempo control etc. £35 ono. Phone Chris (0283) 702778.
SEGA MASTER SYSTEM plus, with 7 games, control stick. Unwanted present £80. Spectrum +2. Excellent condition with 57 games £70. Or I will swap both for a Mega Drive. Contact Richard on 021-748 7074.
SUPER FAMICOM (SCART) Includes Super Tennis, Augusta Golf, P.S.U. 2 pads. Excellent condition. All boxed £200. Phone 051-678 2014.
GAMEBOY WITH Tetris £30. Games £10. Many Master System games including: Golden Axe, Mickey Mouse, R-Type, Shinobi, Rastan to swap. Your games wanted. Gamegear wanted desperately! Cash waiting. Offers or list: B Sheena, 16 Poplar Road, Oldbury, Warley, West Midlands B69 4AR.
SEX JUST KIDDING Nintendo NES with 5 ace games including Megaman 2, Batman, Duck Hunt with zapper gun, all boxed with instructions, only 4 months old, excellent condition only £125. Telephone 0423 506521. Must sell, ask for Lee, a real bargain.
NEOGEO SCART ENGLISH 2 j/sticks 5 games. Also II King Monsters, memory card £550, no offers. Bill, 36 Winyates Centre, Redditch B98 0NR. No box. PC engine CD Rom Scart, all boxed. 16 games. Write Bill £380. 36 Winyates Centre, Redditch B98 0NR. No offers buyer collects.

GAMEBOY 2 player lead, headphones with 3 games inc Tetris, Chase HQ, Burai Fighter Delux plus game light boxed as new. Worth £120, sell for £70. Call Nick on (0626) 775785 after 5pn.

NINTENDO FOR SALE 2 joypads, light gun, 9 great games eg. TMHT II, Punch Out, Prisoner of War, Topgun II, Robocop, Double Dragon Three, Burai Fighter, Duck Hunt, SMB 1 (US and Jap convertor) worth £500, sell £150. Phone (0625) 612711 ask for Matthew Gibbons from 4pm.

SINCLAIR ZX Spectrum + 2, Quickshot II, Turbo Outrun, Batman many other top titles. Will sell for £160. Tel: Sussex 0342 712704.
NINTENDO NES with Mario, Duck Hunt and Zapper. 2 months old. Excellent condition £80. Tel: Paul on (0673) 858709.
COLLECTORS ITEM Toshiba 64K MSX plus 7 cartridges: Konamis' Knightmare, *Fi-Spirit, Nemesis, *Nemesis II, *Salamander, *Nemesis III. (*cart. includes 8 voice sound chip). Also Irem's R-type. Plus 2 books, and afe cassette games. Yours for £75 (includes p&p). Tel: 0283 761225 ask for Damian.
ENGLISH MEGADRIVE Japanese adaptor, Immortal, Mercs, PGA Golf, Sonic, Batman, Mickey Mouse, Quackshot, Might & Magic, Shining in the Darkness, Ghouls & Ghosts, Moonwalker, Altered Beast, Battle Golfer, Space Battle Gamola. Go ahead, make me an offer, after 6pm. Call Simon Ashton (0737) 760335.
SEGA MEGA CD ROM player Sega's latest mind blowing creation for the serious gamer! (SCART) Boxed, not even been used. Is unwanted gift. A bargain at £250 or serious offer. Should cost estimated at £320+. Contact Mart 0376 22731. Essex area.
SUPER FAMICOM and Neo-Geo games for sale or swaps. Phone me for a full list on 0742 540431 ask for Richard.
AMSTRAD CPC 464 computer with colour monitor, joystick, 50 games, £175. Tel: 0532 732189. Yorkshire area only.
MEGADRIVE 7 games, 1 joypad, John Madden '92, Mercs, S.O. Rage, £200. Call Liam 071-237 8420. Will swap for Famicom and about 4 games. (Pal Famicom).
SPECTRUM 48K computer + joystick + interface. About £260 worth of games including Untouchables, Batman and Rainbow Island. Will throw in a tape recorder, all for £250 ono. Phone Andrew after 6pm on 0994 230888.
GAMEBOY & CARRYALL light, magnifier, headphones, 2 player lead, 8 games – as new £130. Tel: 0372 728043 (ask for Tim).
GAMEGEAR FOR SALE Columns, Wonderboy, Shinobi, Mickey Mouse, Super Monaco GP and adaptor, all boxed, four months old, sell for £160 ono. Phone Paul after 7.30pm 071-229 6890.
PC ENGINE hand held, inc 2 games, games adaptor, carrying case, £170. All boxed. Phone 061-370 7101 between 6pm-8pm.

NINTENDO FOR SALE plus 7 games including Blades of Steel and Track and Field. Will sell for £120. 081-505 9090.
NES FOR SALE incl 7 games incl Double Dragon, Mario 2, only £170. Ring 081-854 4339 and ask for Ben! Great bargain!
NINTENDO WITH robot, zapper gun, advantage joystick, plus 11 top games, including SMB 2 + 3, Gyromite, Duck Hunt, Track and Field 2 and Batman. Worth £480, sell for £285 ono. Call Mark after 6pm (0892) 518486 (Tunbridge Wells, Kent).
SUPER FAMICOM Scart + Super Tennis + all lead, boxed as new £150. Tel: 0773 747987 or offer.
GAMEBOY, NEW boxed, Tetris, Gargoyles Quest, Castlevania 2, earphones, link-up, cable, rechargeabl batteries, light-magnifier, only £85. Tel: 0925 755530.
MEGADRIVE WITH 8 great games: Sonic, Robocod, Bare Knuckle, J.M. Football, Super Monaco, Ice Hockey, etc. Just £260. Ring Matt (0892) 529981.

NES GAMES and equipment for sale, Tecmo World Wrestling £20, Gumshoe £15, Kung Fu £15, Rob + Gyromite £40, Power Glove £35. Also Spectrum + 2 with over 80+ games £80, and NES Max £15. Ring Jamie (0264) 332383 if interested.

NEW GAMEBOY with 5 games, including Megaman and Gremlins II, for Gamegear with 2 games. Phone Ivo in Holland (31) 43-217-891.

MEGADRIVE GAMES Tatsujin, Gain Ground, Herzog Zwei F22. All in good condition if interested ring Chris on 0704 64511 (Southport).

NES FOR SALE including Power Glove, Mario Three, Light Gun, TMHT, Captain Skyhawk, Robot, Duck Hunt, Gyromite, £250. Contact Jonathan on 0430 872587. Also willing to sell items listed separately. Phone for details. Worth over £300! Bargain at £250 hurry!

GAMEBOY 2 player adaptor, light boy, magnifier, American carry case, 12 cartridges, 27 games including: Simpsons, Operation C, Battle Toads, Revenge of the Gator. All in excellent condition with boxes and English instructions. Cost over £400, must go £250. Call (0474) 706847 North West Kent.

MASTER SYSTEM with 5-6 games and light phaser for £100. All boxed, or swap with Gamegear and one game. At least maybe swap for Lynx and game. Phone Ian on 0934 712124 Somerset. Also got Gameboy for sale/swap.

NINTENDO FOR SALE £200 with 10 games including WWF, Mario 3 and Captain Skyhawk. Phone 0243 527745 (Chichester) after 5.00pm, urgent!

UK MEGADRIVE for sale with 7 games (Mercs, Shinobi, Super Monaco, Thunderforce III, Road Rash, Golden Axe, Altered Beast). All only 3 months old. Looking for around £220 but will consider splitting and any offers. Phone 020488-3308, ask for Michael.

13 ATARI ST games WWF, Simpsons, Viz, Golden Axe, Magic Rockets and lots more £5 to £15. Phone 0592 721159.

YO! BARGAINS GALORE! two Gameboys £50 each, Double Dragon, Super Mario Land, Turtles games £15 each or swap for Atari Lynx II and/or games. Phone Chris on 051-733 1147.
GAMEBOY GAMES for sale: Home Alone, Boulderdash, Simpsons £20 each or all for £50. Phone 0592 721159.
NINTENDO two joypads, one joystick, seven games, Megaman Three, Double Dragon Three, Dick Tracy, Adventure Island Two, WWF, Link, Super Mario, American, Jap, English converted. All for £230 or swap for Super Famicom. Phone Jim if interested 081-852 0093.
F-22 INTERCEPTOR Mickey Mouse, Strider and many more other great games for sale for just £25. Tel: 041-778 8096 and ask for Luca. I also swap and buy other half decent Megadrive games. P.S. only phone after 4pm during weekdays.
UK MEGADRIVE boxed, two joypads, Jap convertor, ten games: Road Rash, Quackshot, John Maddens 92, EA Hockey, Streets of Rage, Sonic, Toejam and Earl, Winter Challenge etc. Plus magazines worth £600. Sell for £300 ono. Call Chris (Luton) on (0582) 592910.
ATARI STFM about 70 games, Lemmings, Lotus Esprit, etc. One joystick, mouse, all leads & manuals v.g.c. worth £1000. Complete bargain £260. All legit. Also get some Gameboy stuff: F1 Race, D. Tales £10 each. Noby magnifier £5. Phone Charlie (0527) 20859.
NES TWO GAMES for sale. Duck Tales and Protector worth £80, sell for £50 or £27.50 each. 02407 5870, James.
PAL PC ENGINE + CD ROM unit and four games £280 or swap for Super Famicom + games. Phone: 0376 515576.
GAMEGEAR, 3 games, Shinobi, Wonderboy, Mickey Mouse, mains adaptor, 1 month old, perfect condition, boxed, £120, Fareham (0329) 41103.
FOR SALE: Spectrum 128K. Many games and interface. 2 joysticks. Only £50.0 ono. Contact Tim Webster on 081-449 0791.
MEGADRIVE for sale 2 joypads, 5 games including EA Hockey, J. Maddens. Still boxed sell for £185 or swap for a super Famicom. Call Bruce on 081-906 0776, North London.

SWAP

MD GAMES for swap or sell. Most wanted games: Gynoug, Phantasy Star 2, Gairies and Rainbow Islands. Phone after 5.00pm (0483) 236928.
MEGADRIVE: Strider for Ice Hockey or Speedball II, Golden Axe for Streets of Rage, Monacco for Montanna's Football 2, Quackshot for Arcade Power Stick. Super Volleyball (without box, instructions) £10 or swap for Joypad. Phone Jonathan on 0243 553012!!!!!!
SWAP C64 over £300 worth games, 2 joysticks, manuals for Nintendo or Master System or sell £100 ono. Contact Graham (0452) 855209.

SWAP! My Gameboy with four games, pouch and some mags for your Mega Drive with FIRST version of Sonic. One joypad and one joystick. If you are interested pleezzz pleezzzz phone 055664 280 after 4.00pm.
SWAP MEGADRIVE plus controllers eleven games. For Amiga A500 plus games. Consider Atari STE. Must be superb condition. Guisbrough 653868.
AMIGA 500 plus (IMEG) joystick. £600 worth of games. 60 various discs P.D. etc... Scart and modulator. Sell £350 or swap for Scart Megadrivé with at least 10 games. Phone 0992 33984 (Waltham Cross).
SWAP my Quackshot for 2 good older games. Also Megadrive wanted with 10+ games will pay £200+. Wotten-uy-Edge, 0453 844873.
SWAP MEGADRIVE Immortal for your Madden '92, Sonic for your PGA Golf, Robocop, Madden '92, or Mercs. Phone Steven (0284) 703460 (Suffolk).
YO! Swap my Megadrive, 8 games and box for an Amiga. Tel: Grimsby 0472 77213.
SM82 TURTLES Off Road, Paperboy, Punch Out Soccer and World Cup for Duck Tales, Double Dribbles Blades of Steel. Power Blade, Digger, Robocop, Four Player Tennis or any other good games ring Liam on 0244 677542.
MEGADRIVE Carts for swap. Streets of Rage, Eswat Road Rash for Golden Axe, Quack Shot and Earl or PGA Tour Golf. Ring Sam after 5pm. 0756 792270.
SWAP MY Megadrive with six games inc Streets of Rage, John Madden's Super Monaco etc. For a Super Famicom with Final Fight and Super Mario. If interested phone 0260 280 692. Ask for Craig. Will sell for £250 ono.
MEGADRIVE brand new with Golden Axe and Altered Beast. Will swap for Game Gear and two good games of Lynx II and three good games. Write to James Harris, Longford Hall, Newport, Shropshire TF10 8LR. Leave address in letter.
I WILL swap my Nintendo with two games and my Game boy with two games for a Megadrive with 2 games. Phone Matthew on (0625) 524649.
MEGADRIVE games to swap Popuious Boxing, Super hang On (JAP), John Madden's Super League Baseball, Handball for Star Control, Arnold Palmer Golf, Pitfighter, Speedball or any good games. Tel 0858 433752.
SUPER FAMICOM (Scart) quick sale £120 or swap for PC Engine with CD Rom or Neo Geo. 0273 775291. Ask for Chris. Also Scart Phillips Monitor for sale £125. Will sell this + Famicom for £220! Cheers!
GAME BOY I will swap the amazing Adventures of Spiderman for Duck Tales or F1 Race. Ring Danny on (0706) 33184.
LOOK! Swap Megadrive with 5 games, Sonic, Wonder Boy 3, Fantasia, J.B. Douglers, Altered Beast and plus Japanese Adapter and 1 control pad with 1 joystock. All for an Amiga 500 with some games. Call Ross on 081-591 7949.
MEGADRIVE I will swap Last Battle for any good game or sell £12. Phone 0483 64970.

SWAP

I WILL swap my Megadrive games, Centurion or Quackshot for John Madden's "92" or "F-22" Interceptor, call Gareth after 5.00 pm on 04024 50917 both English instructions. But Quackshot needs Jap/Eng convertor.

SWAP my Star Flight and Lakers Celtics for Wrestle War, EA Ice Hockey, Joe Montanas 2, or Immortal. Telephone 0292 551134 after 5pm. Ask for Alan.

MEGADRIVE my Road Rash for Tecmo Cup '92 Soccer, Fantasia, Alex Kidd for swap also. Viz books 1-5, Holiday Special, Billy Fish, Last 17 comics, value £52+. Accept two Megadrive games. Cash or offers. Tim Roe (0274) 883727. 6pm-9pm.

MEGADRIVE games will swap Streets of Rage, Ghouls'n Ghosts, Mickey Mouse for Spiderman, Quackshot, Pitfighter. Ring and discuss 0925 765394. Spectrum disks for sale. Double Dragon 2, Soccer Simulator, Golden Axe, Dragon, Ninja, Platoon. Will sell £5 a game 0925 765395.

WILL SWAP Sonic or G-LOC for Super Kick Off or Italia '90 (master system). Phone 0983 617274 for Brendan.

MEGA Bargain Game Boy with amplifier, magnifier and four games, WWF, Golf, Marioland, Tetris. Will swap for Game Gear with games. Please phone 071-834 1630, Monday to Friday between 5.00 and 9.00pm or at the weekend at any time. Please.

I WILL swap my R-Type, Shinobi, Spellcaster, and Wonder Boy in Monster Land for California Games, Ghoul's and Ghost's, Indiana Jones, or Captain Silver. Phone (0273) 512915. Ask for Stuart.

I WOULD like to swap my Nintendo N.E.S. with 9 games including Mario 3, Megaman 2, and California games with zapper gun for the Amiga 500 + games. Interested phone Mold 0352 757064.

GAMEBOY with four games swap for Game Gear or sell for £70. Ring Paul on 071-751 5913.

MEGADRIVE SWAP I have Immortal and Mercs (Jap). I want Streets of Rage and Road Rash. Tel Kevin 0224 722143.

ACORN Archimedes A3000 with monitor, printer and around 100 disks for Megadrive + games or Amiga 500 + games. Tel 0223 210203.

I WILL swap my Nintendo with 4 games for a Megadrive with 2 games. Bargain. For details phone (0373) 471991.

I WILL swap my Game Gear with three games, 66 Shonobi, Outrun + Muckey Mouse. Plus adaptor for Super Famicom with at least one game. Tel: 081-960 0859 after four.

SWAP my Sonic, Mickey Mouse, Gynoug, Strider for your F22, Immortal, Mercs, PGA, Road, Rash, Bonanza Brothers, Lakers Celtics, Granada X, Marble Madness, Raucous, Thunderbox or Spiderman. Tel Geoff 0222 621065. I also want Edition No 1 Mean Machines, will pay for.

MEGADRIVE SWAP: Spiderman for Quackshot or Sonic. Shining in the darkness for any good roll playing game or sell £35. Both games as new. Contact Mark on 0276 22002 after 6pm. Anyday.

MEGADRIVE swap F1 Grand Prix (Jap), Quackshot (Jap), Monaco GP., Toejam and Earl, Road Rash for your Blockout, Bonanza, Bros, Joe Montana 2, E.A. Ice Hockey, Phantasy Star 3, Wrestlewar, F1 Circus, Art Alive, Winter Challenge, California Games, Pacmania, Klax. Phone Richard 0604 863665.

SWAP or sell my Afterburner (£18). Good condition or G-Loc (£20) almost new for Italia '90. Phone Andy (0438) 721895.

I WILL swap my Sega Master System games Choplifter, Action Fighter and Pro Wrestling for your Castle of Illusion. Phone Joel after 4.30pm on 0568 615622 or write to – 147A Bargates, Leominster, Herefordshire HR6 8QT.

SWAP Atari STE with lots of games including Final Fight, Moonstroke, Torrican ½ for Amiga 500. Telephone 081-332 0514.

SHINING AND DARKNESS for Phantasy Star III or Sword of Vermillion. Quackshot for Toejam & Earl, Ishido or Klax. Phone Ian 0344 779522.

MEGADRIVE, UK Biedokan, Ghouls n' Ghosts. Up for swaps. Want Quackshot, Desert Strike or Speedball 2. Phone (0252) 845184. NOW!

I WILL SWAP Mickey Mouse, Fire Mustang, Magic Hat, Battle Squadron, Wrestle War, Sonic, Gain Ground Elemental Master. All games considered, especially EA Hockey, Pit Fighter Street Smart, Thunder Force III, Gynoug. Phone Richard after 5 on 0602 703059.

SWAP MEGADRIVE games, Hang On, Shadow Dance, 688 Attack Sub, Populous, Herzog, Zwei, Battle Tank Truxton, Eswat, Afterburner 2, Ghouls & Ghosts, Thunder Force 2, Mercs. Swap for F22 Interceptor, Streets of Rage, John Madden's. Any other good game. After 6pm. 041-941 2309.

HANDHELD PC Engine & games to swap for PC. Engine CD Rom + game if interested. Phone Gary on 061-764 4504 (Manchester).

WILL SWAP Twin Hawks for your D.J. Boy, ESWAT, Moon Walker, Speedball, Robokid, Wonder Boy III, Street Smart. Call 0787 224206.

I WILL swap my Strider, Ghouls n' Ghosts, Afterburner on (Jap), Wrestle Wars for your EA Hockey, Lakers vs Celtics, PGA Tour Golf, JM (FT) or Speedball 2, others considered. If interested phone Stuart on (0582) 595463 after 4.30pm.

SWAP MY high quality car stereo on a quick release slide mount (anti-theft), Auto-reverse, digital, pre-sets + other features for Megadrive, NES, Famicom, PC Engine GT, Game Boy, Gamegear, Lynx. Phone Clinton 081-870 6623. (Ref. Mean Machines).

WILL SWAP my Japanese Converter, Megadrive, 8 games and 2 joypads. Games include John Maddens '92, EA Ice Hockey, Lakers vs Celtics, Dick Tracey, WC Italic, Kings Bounty, Golden Axe II, and Arnold Palmers Golf, for 1 megabyte, Amega with 2 joysticks, and TV modulator. Ring Colin on 051-264 0867.

SWAP Joe Jam and Earl and Streets of Rage for Strider or EA Ice Hockey. Call 081-804 1547. NOW!

I'LL SWAP NES game, (Boy and His Blob, 91%) for Megaman 1 or 2 or any other good game. Call (0296) 712237.

SWAP Dick Tracy or Moonwalker for Road Rash or Lakers v Celtics or other good games. Call Doug on 061-789 1312. After 5pm.

I HAVE Japanese version of Rambo 3 (Megadrive). WIll swap for other decent game. Call John after 5pm on (0992 469906).

STREETFIGHTER 2! Good game innit? Swaps! Woody Pop for Columns (GG), Golden Axe for California Games (MS), Megaman for Castlemania 2 (Game Boy). Also available for swaps: Spiderman, Gremlin's, Gargoyle's Quest, (Gameboy). Write to John Chan, 32 The Linnets, Worksop, Notts.

SWAP MY Duck Tales for your smash TV, Star Wars or The Simpsons. Call Nick on 0705 599767 after 17.30.

THE BULL Head, radio controlled car. Worth £250, will swap for just super Nes, or sell for £150. Tom 021-454 8749.

SWAP Lynx with accessories. PAC-Land Zarlor, kitcase, all boxed for Game Gear with game or sell for £70. Ring (0622) 761969.

NES: Anyone want to swap my Double Dragon II for your WWF or Blades of Steel. Tel: 0205 750 719. Ask for Michael.

MY ALTERED Beast, Walkman, stereo headphones, and stereo speakers for your zoom, columns or any other decent puzzle or race game (for Megadrive). Columns must be U.K. version. If you are interested call Chris now! (0302) 788419. And don't delay!

I HAVE games like Strider, Mickey Mouse, Sonic etc. To swap for other decent games. Tel 041-778 8096 and ask for Luca. I also buy and sell decent Megadrive games. P.S. Only phone after 4pm during weekdays.

SWAP Sonic, SO Grage, Undeadline, Pitfighter, Tecmo World Cup, Rolling Thunder (PAL) for PGA Golf, NHL Hockey, Road Rash, and other good games, like F1 Circus, Harrier Ex. Tel 081-470 3666. After 6pm and ask for Taz.

I WILL swap Black Manta or Bayou Billy for Golf (not Jack Nicklaus Golf). Call Dean on (0504) 882089. 4.30pm-9.00pm.

I WILL SWAP my Alien Storm, Golden Axe and Dick Tracy on the MegaDrive (All Jap) for Revenge of Shinobi, Shadow Dancer and Valis III (Eng or Jap). Will swap separately. Phone Richard on 0491 38672 during evenings.

FAMICOM swap. Help me or I'm a dead man if I don't get Area 88 very soon. I have Populos and Final Fight. Please help. Phone Jamie on 031-663 0945.

OI YOU. Would you like to swap my Quackshot for F22 Interceptor. Phone 0734 890731. Ask for Allan. Phone after 4pm.

BLACK ELECTRONIC keyboard, stand, adapter, worth £140. Sell for £80 or swap for Lynx II and two games might sell for just one game preferably California Games. Call (not at weekends) on (0488) 58048 call after 5pm if possible.

SWAP! My Robocop or Strider for any excellent game or I will sell for a good price. All offers will be considered. Phone James 0923 855266.

OI! I WILL swap my Ghouls 'n' Ghosts for your Road Rash or Wrestle War. Phone Dan 0635 43559 (5pm-8pm).

AMIGA with 1 Meg upgrade, 3 years guarantee. Loads of games for Neo Geo or sell for £280, vgc. Tel 0872 52544.

SWAP F22 Interceptor, Super Hang On, Might and Magic for Starfight, Shining and the Darkness, Phantasy Star 2. Call Steve or Caz on 081-575 7126.

YO BOY swap Game Gear with Master Gear and 13 games like Sonic, Golden Axe, Joe Montana, Football and Shinobi. And more for Amiga 500. Good condition with mouse and mat. Phone 081-478 4658. London and SE only. Alex Perring.

WILL SWAP Game Boy games, Batman, Gargoyles, Quest, Nemesis, Penguin Wars, Super Mario Land for either Ballon Kid, Side Pocket Golf, Red October, Tennis, Motor Cross Maniacs, Hyper Lode Runner. Phone Stephen 0373 473787 Frome.

I WILL swap my Jap Mega Drive with 2 games for an Amiga. Games are Ring Side Angles and Forgotten World. One control pad. Ring 061-728 1159.

I HAVE Altered Beast for exchange. I want any other Megadrive game. Phone 0675 465409.

SWAP Streets of Rage for Road Rash or Wrestle Wars. Phone Chris on 0252 871244. Prefer if in Surrey/ Hampshire area.

MEGADRIVE to swap for PC-Engine with at least 6 games. The best offer accepted. Also Super Tennis + other Famicom games to swap for other titles especially Formation Soccer, Hole in 1, Adventure Island. Also megadrive 2 in 1 Cart to sell. Call Peter (evenings) 0708 726530.

SWAP my Megadrive with eight top rated games including Shadow of Beast, New Zealand Story, Ghouls 'n' Ghosts, Super Monaco, Fantasia and Road Rash for your PAL Famicom with 1 or more highly rated games. Phone Jim on 061-330 9376 now!

GAME BOY games, Gargoyles, Jeopardy, Final Fantasy, Solar Striker, Bubble Bobble. Good games, especially Battletoads, Megaman, Pacman, Punisher – Jeff 071-538 2273.

MEGADRIVE games EA Hockey, Sonic, Ghouls Ghosts, Gynoug, Real Basketball for your Mercs, Pacmania, Robocop, Batman, Alien Storm – Jeff 071-538 2273.

I WILL swap John Maddens "91", Thunder Force III or Shadow Dancer for your Mercs, Road Rash, Joe Jam and Earl, Spiderman or Desert Strike. Ring Stephen on (0538) 382462.

SWAP Do you want to swap a Game Gear for my Game Boy. Two games, Robocop, Tetris. Phone 0925 223913.

MEGADRIVE games to swap: I have Spiderman, Mickey Mouse, John Madden's, Populous. I want F22 Interceptor, Desert Strike, Robocop or any other decent games. Write to: Matthew Coldman, 16 Ashley Crescent, Warwick, Warwickshire CV34 6QH. I need these games now!

CASTLEVANIA or Spiderman to swap for Robocop, Megaman or Batman. Matt 0895 677874.

MEGADRIVE with 8 games including immortal and Super Shinobi, will swap for Amiga with games. Call Carl on (0685) 876265.

NES I WILL swap my Goal, WWF Wrestling, Shadowgate, Kick Off for young Mario 3, Turbo Racer, Donkey Kong. Phone Gavin on (0865) 64423 for details.

MEGADRIVE with 13 top games, Japanese convertor, two joypads, mags for an Amiga A500 and games. Phone 0376 40134 Now!

SWAP MEGA DRIVE (pal) + 8 games and NES + Mario 2 for PC engine. BT with 2 games or Neo Geo + 1 game. Phone 021-356 8841 after 6pm.

ROLLERGAMES FOR NES good nick, still boxed, will swap for any full price game. Call Mat anytime on 977 5876 now!!

SWAP MEGA DRIVE (pal) + 8 games and NES + Mario 2 for PC engine. BT with 2 games or Neo Geo + 1 game. Phone 021-356 8841 after 6pm.

ROLLERGAMES FOR NES good nick, still boxed, will swap for any full price game. Call Mat anytime on 081-977 5876 now!!

MART ☆

WILL SWAP Gameboy, leads, headphones plus Dick Tracy for Gamegear. Ring (0629) 822873, ask for Dan.

LOADS OF MEGADRIVE games to swap from as little as £4 to £10. New titles and old. Phone Garth 051-426 0455.

I WILL SWAP a Megadrive with 12 excellent games, £20 worth magazines, remote control joypads and quickshot joystick, for an Amiga and £100 cash. Swap a £200 fax machine for a Gameboy with games. Contact Mathieu Bieth after 4pm 0753 571283.

ATARI LYNX sale or swap, includes five games, adaptor, lots of extras. Swap for similar Gamegear. Phone Simon 091-251 5218.

WANTED

3D GLASSES WANTED for Master System. Call Marton on Tel: 0923 248974.

PC ENGINE with at least 2 games. I will pay between £70 and £85 depending on the condition. Ring Kevin on (0279) 725892.

ATARI LYNX with at least 2 games. I will pay £60-£70. Ring Kevin on (0279) 725892, evenings only.

WANTED!! Super Famicom (Scart). Must have 2 joypads, games and guarantee. Will swap for my 2 radio controlled cars, Midnight Pumpkin and Super Sabre, both come with controllers and batteries, worth £330. Phone Potters Bar (0707) 59908 with offers after 7pm.

WANTED! a Sega Gamegear with at least one game. Will swap for 3-4 Megadrive games. Phone me now on 051-426 0455.

MEGADRIVE GAMES wanted (English or USA only): Wonderboy in Monsterland, Starflight, The Games: Winter Challenge – buy or swap. Also Lynx and games for sale or swap. Wanted for Gameboy: F1 race and Caesars Palace. Tel: (0532) 626180 (Edward) after 6pm.

WANTED NEO GEO games for cash or swap for Famicom Engine games. Private buyer, please reply quick (0926) 881634.

WANTED MEGADRIVE GAMES send list or telephone Mark Tyzack, 19 Browne Road, Fulwell, Sunderland SR6 9HQ. Tel: 091-549 8290.

WANTED! SEGA Gamegear and mains adaptor, two games, seventy pounds maximum. Negotiate further games. Ring 071-736 9612 after 5.30, Luke.

WANTED GAMEBOY with five games, will pay reasonable price if interested. Please phone 0925 53743, evenings/weekends.

WANTED PORTABLE PC enging GT with one game. Phone Tom on 081-950 6300. Also Sega Megadrive for sale, four great games, two joypads, Jap adaptor. All boxed as new £180. Phone Ving on 081-950 5299.

GAMEBOY GAMES WANTED especially Battle Toads, Blades of Steel and Dragon's lair, will pay £10-15. Please phone Giles 0279 842188.

WANTED PC ENGINE games: Splatterhouse, Gunhead, Don-Doko-Don, Afterburner, Final Lap, Soccer, Gavaga 88, Klax, Leg Axe II, Tennis, Victory Run, P.47. Others considered. Will pay up to £15. Also 5 play adaptor wanted. Tel: 051-546 4374.

NEO GEO GAMES wanted. Will pay £45-£65 depending on title. Part-x old for new. Tel: Ben on Halifax (0422) 310383.

WANTED PC ENGINE GT and games. Will swap Gamegear, nine games, PSU and wide gear and cash adjustment. Also Gamegear and Master System games wanted. Also sell Gameboy magnifier light for £10. Tel Mark on (0642) 226708. The Boro.

ANY GOOD SEGA Master System games for sale. If so write to: Turlough, Proudstown Road, Navan, Co Meath, Ireland. Write to Stirling Wynne. Please write list and price of games for sale. Also wanted, issues of Mean Machines (1-10).

WANTED NEO GEO with games, also Famicom games wanted, swap my engine GT with games adaptor, boxed 0926 881634.

GAMEBOY WANTED complete with Marioland, Golf. Price around £65. Must be in good condition. Ring Richard on (0325) 718562. Thanks!!!

NINTENDO GAMES WANTED willing to pay up to £20. Phone 0980 42037. Ask for Gareth after 7pm.

PC ENGINE GAMES wanted urgently, especially Break-in, Gradius, Panza, Boxing, Final Lap, Formation Soccer, PC Kid one and two, Tennis, Toma, Adventure Island, Parasol Stars. Good prices paid. Send lists to: Ken, 3 Alpine Avenue, Lostock Hall, Preston PR5 5LG.

WANTED CITADEL COMBAT cards, Warriors and Goblwoids, must be in good condition with box and all cards. Phone Ian 0332 383629. Will pay £3 per pack.

I'LL BUY YOUR broken Famicom or PC engine. Best prices offered. Ring Alex on (0242) 515459 after 5.30pm.

WANTED MEGADRIVE GAMES can pay up to £20. Also willing to swap. Contact Saj after 6pm. Tel: 081-803 2988 for details.

MEGADRIVE GAMES WANTED Lakers Celtics, Super Monaco, PGA Tour Golf, Bare Knuckle, Pitfighter, Road Rash, Budokan, will play up to £25 each. Send list to Darren, 16 Paynesholm, Paston, Peterborough, Cambs PE4 7BG. Or phone (0733) 322476.

WANTED MEGADRIVE and PC engine games. Sort out your unwanted crap and sell it to me cheap. Tel Mark (0642) 226708.

ATTENTION. AUSTRALIAN reader desperately needs Japanese Megadrive games. Good prices paid. Send price list plus address by Air Mail to Graham Shaw, 5 Jimna Street, The Gap, Brisbane, Queensland 4061, Australia. All letters replied to. Please make your offers reasonable.

ATTENTION FAMICOM OWNERS I want your unwanted games at a "good value" price. Also, I have Actraiser and Populous, I want Final Fight, Area 88, Castlevania 4, Ghouls 'n' Ghosts, Super R-Type. Interested? You better be! Phone Nick on 0483 423374. N.O.W.!

ANY DECENT MEGADRIVE games are being hunted. If you have some then tel: 041-778 8096 and ask for Luca. Rewards given. I also buy and swap Megadrive games. P.S. only phone after 4pm during weekdays.

DESPERATELY WANTED!! Gamegear for around £50-£60. I will pay extra if with games. Please ring 0672 20597 now!! Ask for Will.

WANTED SONIC F22, Python, quick fire joystick for Megadrive. Cash awaits. Phone Simon 0484 530594.

WANTED: AMIGA MUSIC Z-out, Turrican II, Stormlord, etc. Good prices paid or swap for Famicom/PC engine CD music. Tel Jason 0925 755530.

NES GAMES WANTED Tiger, Heli, Mario 2 and Mario 3. Name your price. Tel: 0296 668058.

NINTENDO GAMEBOY games wanted. Will pay £6-12 depending on title, condition, etc. Tel: Ben on Halifax (0422) 310383.

WANTED SEGA MEGADRIVE and Master System games, large or small, collections or single games with or without consoles 0527 32230.

NES GAME WANTED I want all your games and will pay well for them. Phone John on (0277) 657569 now!

WANTED, WANTED, WANTED desperately seeking Neo-Geo games, titles, second hand/used. Needed urgently for personal consumption. All prices are negotiable, any titles considered! If you want to get rid of your old titles ring Steve, anytime 081-904 0088. Ultimate supreme responses.

WANTED AMIGA A500, few games, joystick, in good condition. Swap for Megadrive, 9 games. Phone Gary Chester area 09287 24893.

NINTENDO CONTROLLER wanted, originally came with the system. Willing to pay up to £15. Phone 0722 780129 after 4pm.

NINTENDO SUPER Famicom games wanted, will pay good price, ring 081-571 5809 after 4pm.

MEAN MACHINES magazines wanted, issues 1-12, in good condition, will collect, London area. Please phone 081-807 1912.

WANTED MASTER SYSTEM games £3-12, Megadrive games £10-15, Gamegear £7-11, Gameboy games £4-10, Nintendo NES £6.15. Phone Chris. Tel: 0366 500700.

WANTED, NINTENDO Gameboy games. Any games considered, but must have instructions. Contact James. Llanelli (0554) 754296.

AFTER BURNER wanted on Megadrive, will pay up to £16. Phone 0302 746253 and ask for Jonathan.

PC ENGINE GAMES wanted for cash, no swaps. Phone 021-421 7023 ask for Mark.

NEO-GEO (PAL 1 UK) with one game wanted. Will pay £150. Phone Steven on (0274) 630229 (Bradford) after 6pm.

PEN PALS

THANKS everyone who replied to my penpal advert. Due to amount received I couldn't reply to everyone. Sorry. Louise, Merthyr.

MEGADRIVE penpals. I'm 9 years old. Looking for a male or female penpal. Any age. Phone Jason 071-831 0852.

MISCELLANEOUS

WHERE can I get a Cartridge Copier for Super NES? Phone Clive: 081-540 8053 or write: 2 Martin Grove, Morden, Surrey..

AMIGA 500 willing to swap Nintendo NES with 5 games and 2 control pads and Spectrum + 2 with over £300 worth of software and £50. Contact Phil on (0908) 377241 after 4pm.

NEO GEO fanzine news, reviews, of the ultimate games machine. Details from Chris Howard, 64 Middleton Avenue, Newcastle upon Tyne NE4 9NB.

MESSAGES

BRILLIANT new Lynx fanzine, reviews, news and help pages. Also correspondence page and competition. All this just for 80p, which includes postage. Send money to Lynx Fanzine, 136 Strouden Road, Winton, Bournemouth BH9 1QW. Cheques payable to P. Marsh. Thoroughly recommended.

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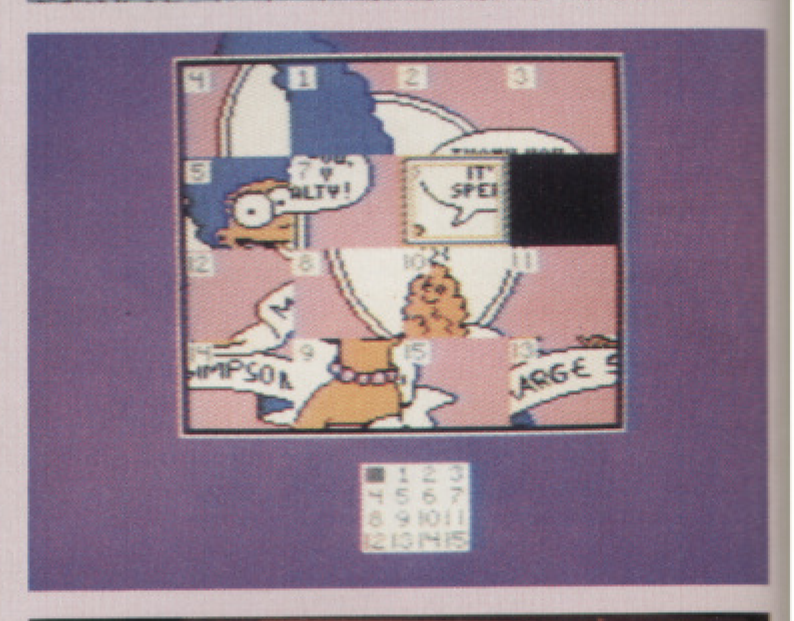
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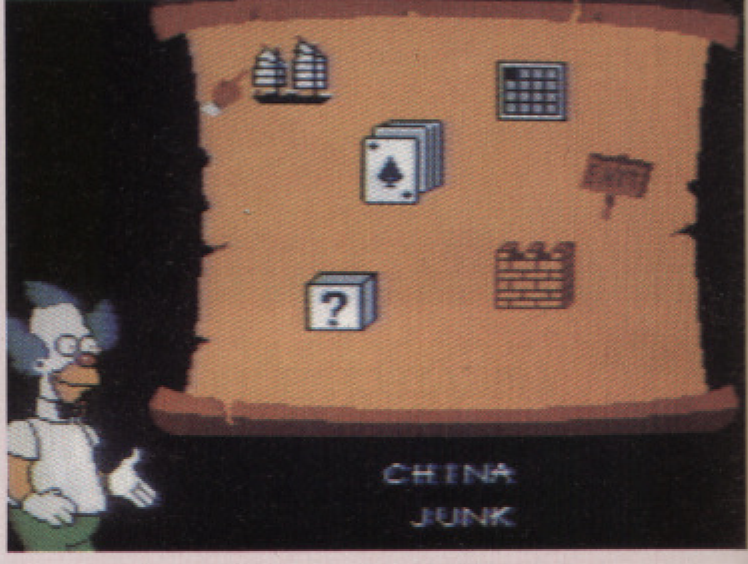
Subs will be processed as quickly as possible, but you should allow 28 days for the order to be processed and expect to receive the first available issue after that.at.

NEW GAME PREVIEW

HOT CONSOLE GAMES COMING SOON...HOT CONSOLE GAMES COMING SOON...





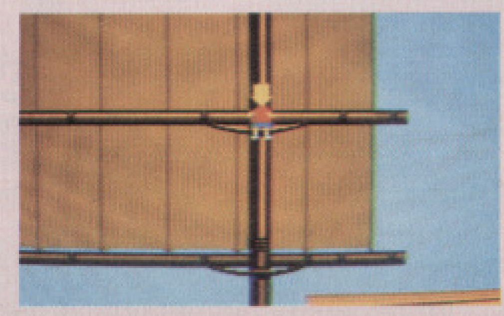


Those wacky Simpsons are back for their second Nintendo outing! Acclaim's latest cartridge puts you in control of Bart, who's out to save the world from Mr Burns and his crawly bumlick companion, Smithers. This is achieved by guiding the lovable brat around platform screens collecting objects (???).

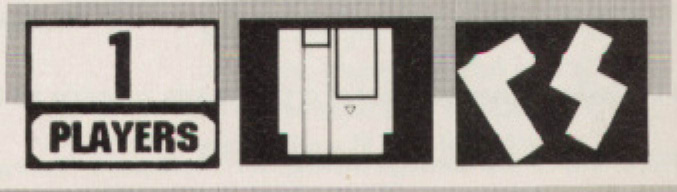
Interspersing the compelling arcade action are a number of interesting sub-screens. These range from a Simpsons trivia quiz (on which all the MEAN MACHINES crew scored 100%) to a Mario III-style pairs game. There is even a sliding block puzzle with different Simpsons pictures to assemble for each level!

The first impressions we've had of this game are mixed, but we'll soon be reviewing the game in full, so keep your peepers superglued to the pages of MEAN MACHINES.



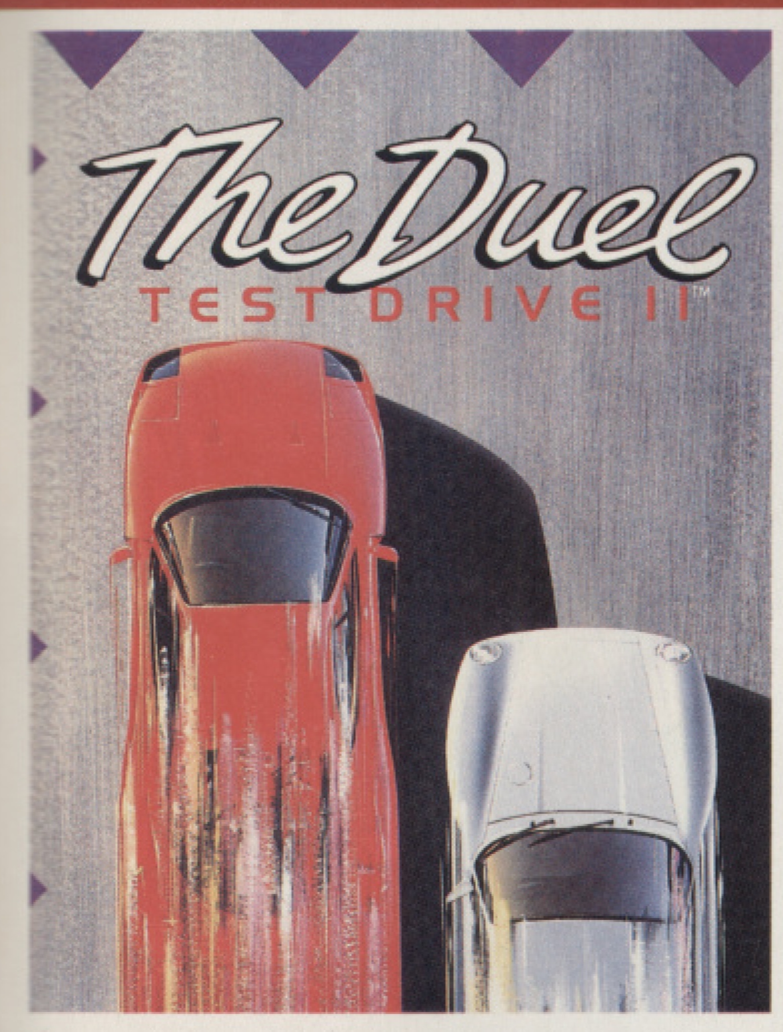


NINTENDO











Ever wanted to get behind the wheel of some of the most exotic sports cars money can buy? Well, now's your chance with Ballistic's latest release, The Duel: Test Drive II.

At the start of the game, you choose which classy motor you fancy taking for a spin. At the showroom are the Porsche 959 (top speed: 197 mph), the ultra-expensive 201 mph Ferrari F40 and probably the most desirable car yet devised, the Lamborghini Diablo - with an estimated top speed of around 202 mph!

Once you've made your choice, you select one of three tracks you wish to drive on. Then it's time to burn along the first person perspective 3D roadways, dodging cars and outrunning the police.

The Test Drive series was a massive success on the home computers, so hopes are high for a quality 16-bit road racer. We'll give you the low-down on this game as soon as we receive the finished version.



MEGADRIVE

1 PLAYERS

WHERE IN TIME IS CARMEN SANDIEGO?

Carmen Sandiego is a well-known figure in the States, with several computer games, a board game and even a hit TV series to her credit, which is quite surprising seeing as she's an evil time-travelling villain!

Now Carmen is to make her Megadrive debut courtesy of those nice people at Electronic Arts. Your job, as a Time Police Cadet is to track down Ms Sandiego and her eighty (!) evil cohorts as they wreak havoc throughout time and bring them to justice.

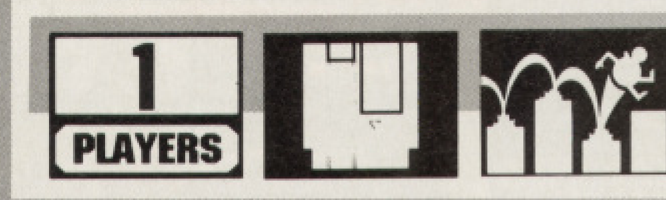
Where In Time Is Carmen Sandiego certainly has the makings of a great game. The advance version we've seen is already shaping up beautifully. It's a sort of role-playing and puzzle combination in which you seek out clues which are used as evidence in the Time Courts to grant you an arrest warrant. Some of the clues would be impossible to work out (unless you're as clever as Rad) without the use of the handy encyclopedia included with the game! If you're after a more involved detective game, keep an eye out for Carmen Sandiego during April (unless she travels back to Aztec Peru or something).



MEGADRIVE

1 PLAYERS

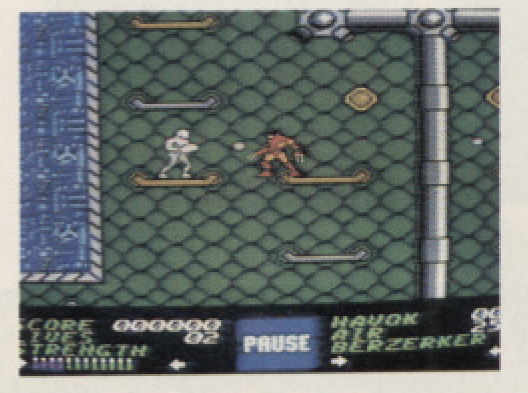
NEW GAME PREVIEW

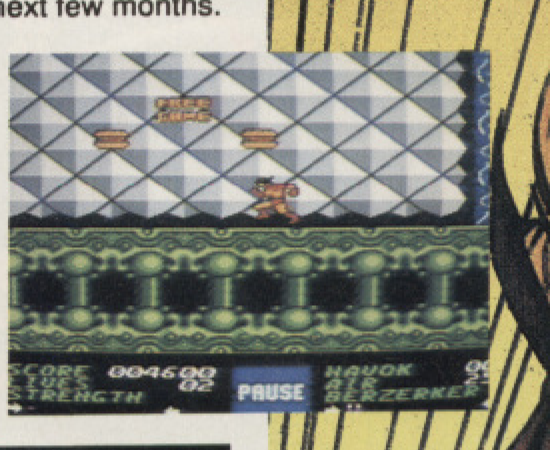


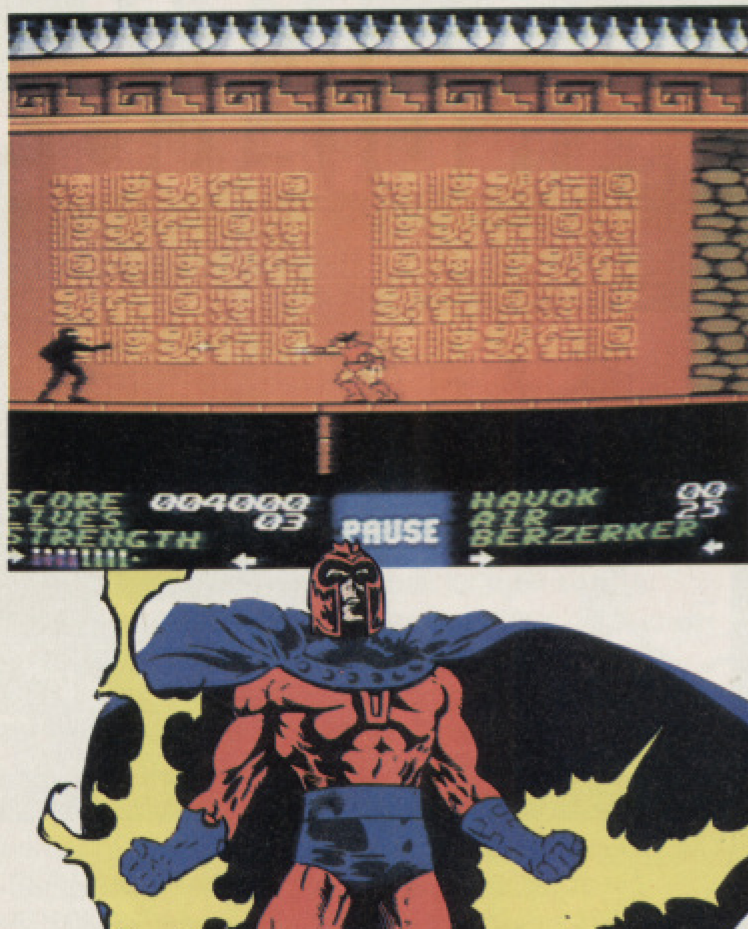
WOLVERINE

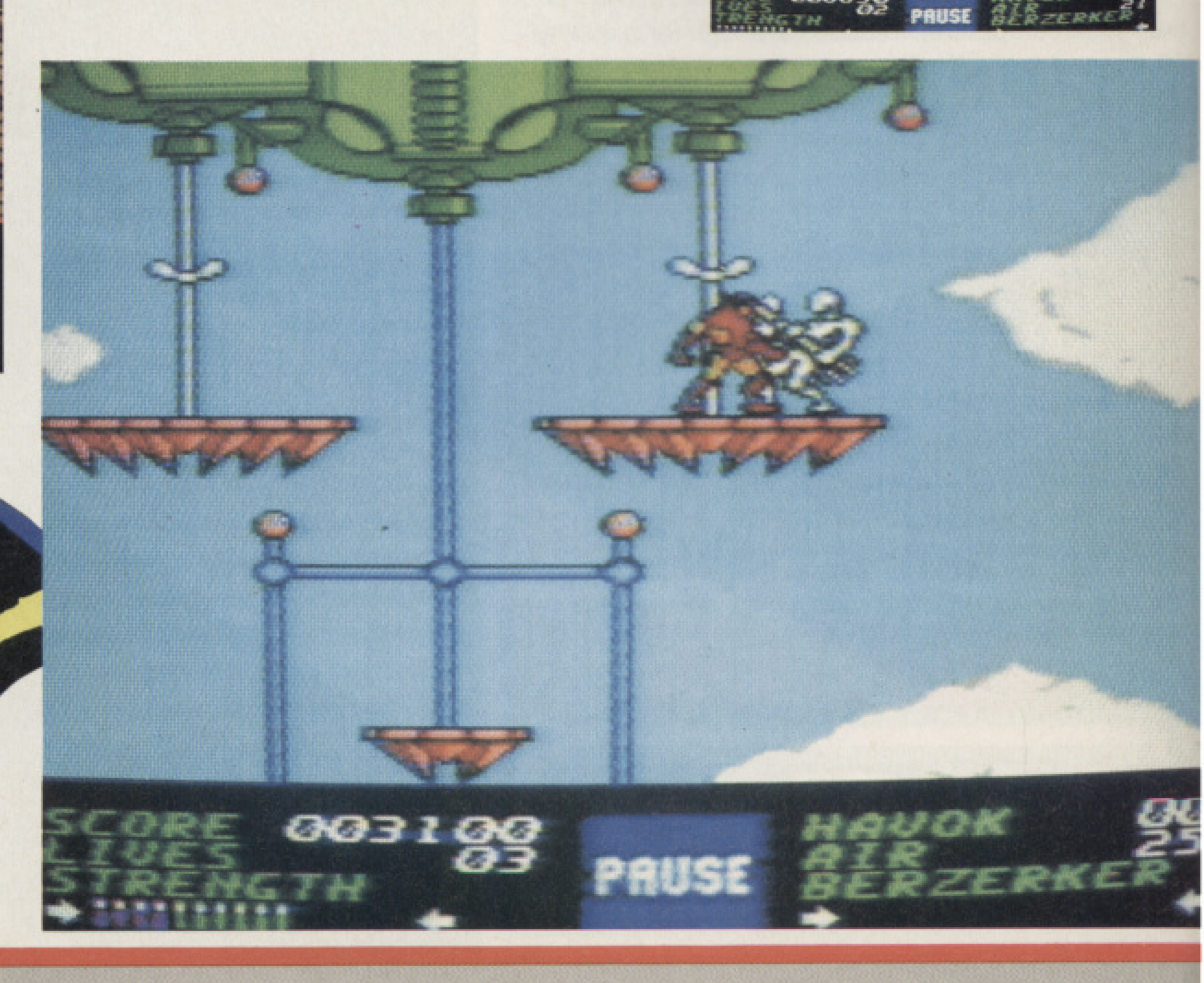
Marvel Comics' most ferocious hero, Wolverine, is heading for a Nintendo near you. In this game, you take control of the adamantium-clawed hero, traversing an eight-way scrolling landscape dealing death to the minions of the twisted mutants Magneto and Sabretooth. All of the levels are split into different tests. For example, level two is a test of your reactions as every inch of the level is booby-trapped! Your mutant Wolverine skills are also taken to task in levels set underwater or even in the dark.

We've cast our beady eyes over the finished game and came away mildly impressed. As a platform game it's very challenging with plenty of variety. However, we got the feeling that for a character noted for his extreme and excessive violence, this game was just a tad too sedate. You'll find out for sure when we review the game in full sometime during the next few months.









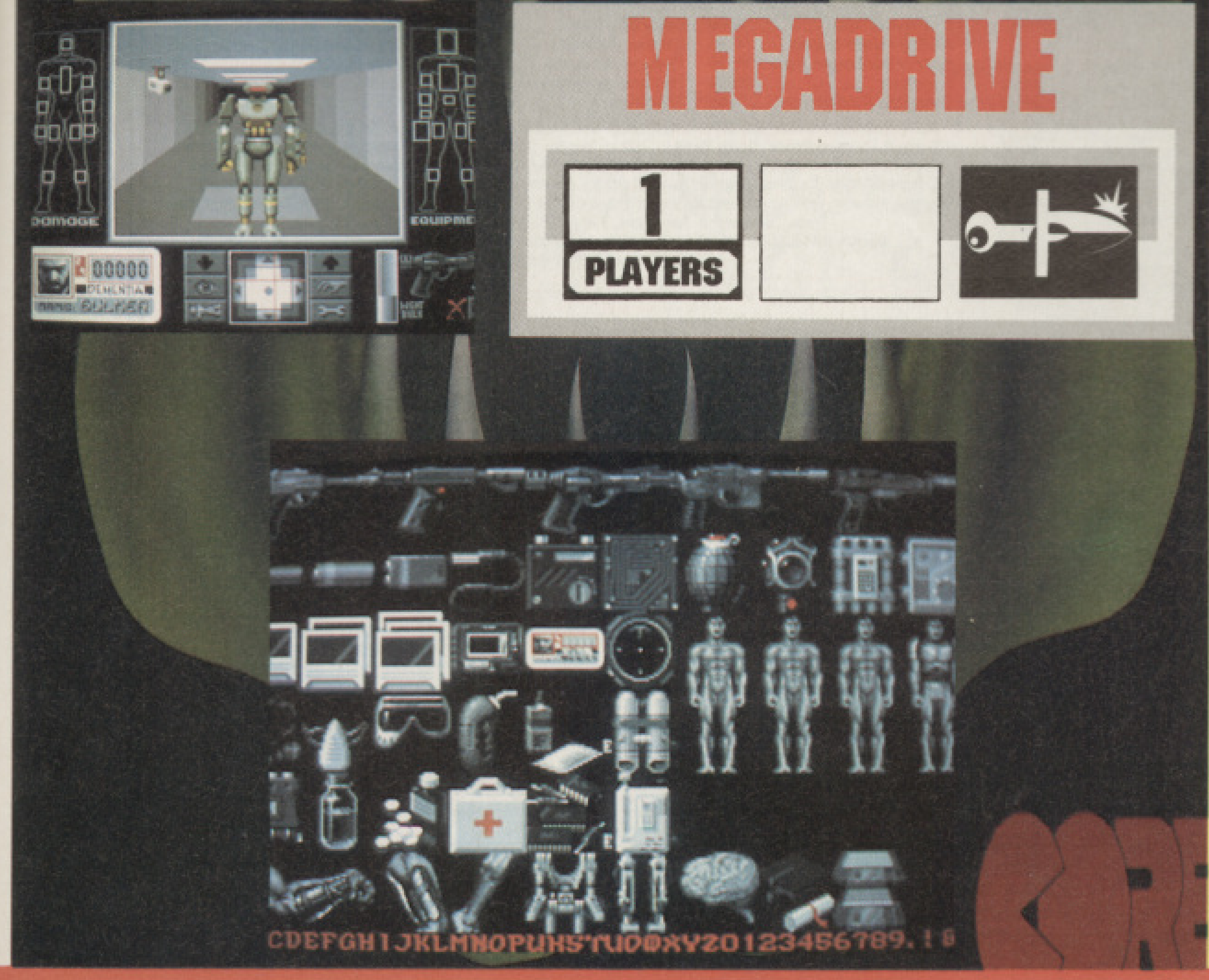


CORPORATION

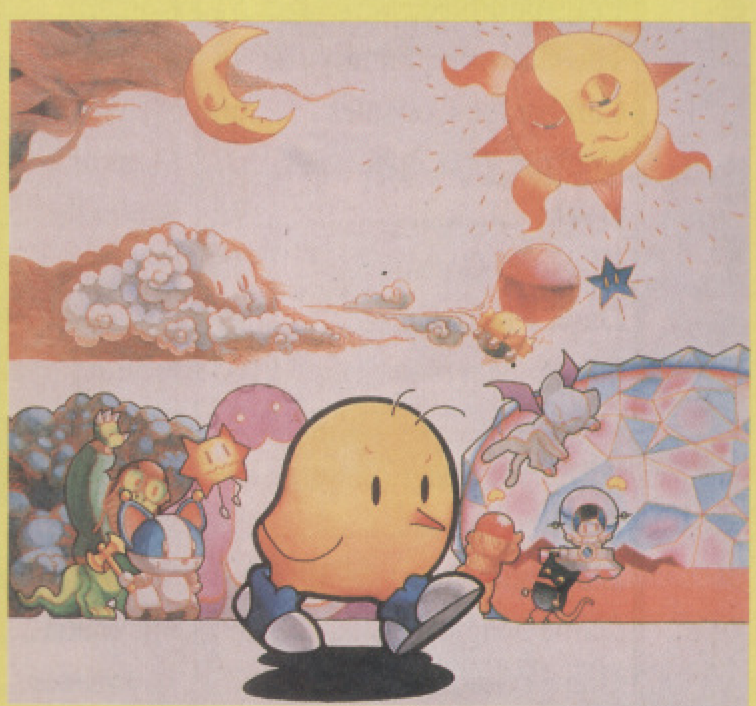
Strange things are going on at the Corporation, the biggest developer of Government military hardware. Leaks have informed the central intelligence agency that the Corporation are producing and selling illegal hardware for the highest bidders. Corporation puts you in the shoes of an intelligence agent, out to investigate the many levels of the Corporation building, blowing away their illegal gear and defending yourself from enemy attack.

With its lifelike 3D graphics and large exploration potential, Corporation was a massive hit on the Atari ST and Amiga. The original Core Design programmers have put the Megadrive version together for Virgin Games, and from what we've seen of it, the game's looking pretty damn cool.

We'll have a full review on the game as soon as it's complete and ready for release.



NEW ZEALAND STORY



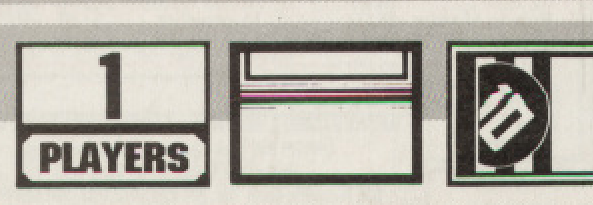
Join Tiki the Kiwi on the Sega Master System, as he attempts to rescue his Kiwi chums abducted by a bloated, but still hungry Walrus.

New Zealand Story is a fine Taito coin-op, boasting many levels of topper platform action as Tiki shoots the Walrus's many minions and rescues his chums one-by-one. Making matters worse are the massive bosses that the evil one has deposited at the end of each level. Tiki needs all his cunning to defeat these huge freaks of nature.

As you can tell from the screenshots, New Zealand Story is looking very good with graphics that look very close to the coin-op's. It's early days yet, but Tecmagik should be able to cram in all the groovy playability too and come up with a conversion that's at least as cool as the ace Nintendo game.



MASTER SYSTEM



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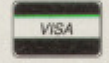


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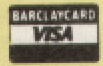
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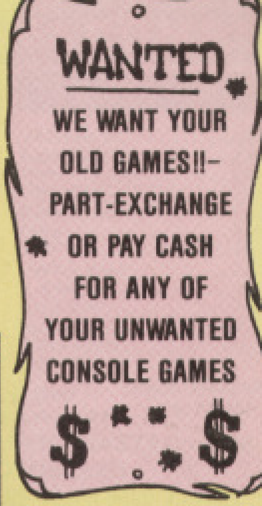
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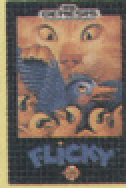




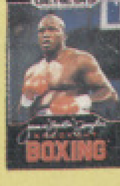
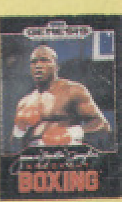




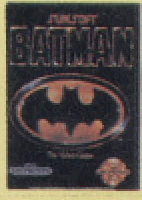




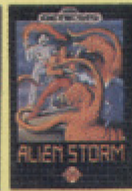










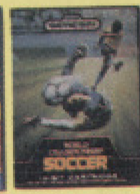




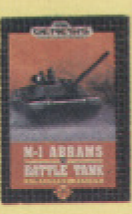












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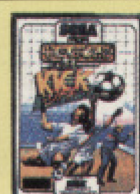
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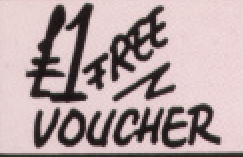
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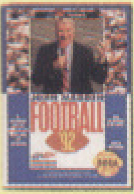
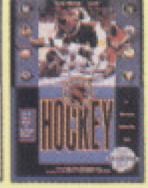
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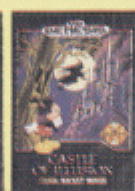









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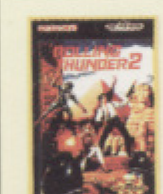
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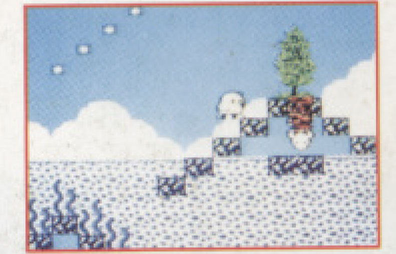


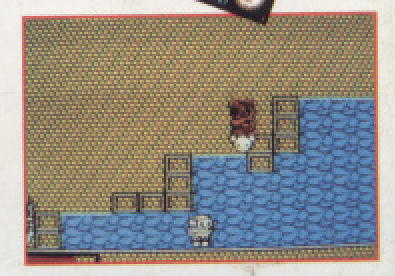
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